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ELECTRONIC GAMING MONTHLY

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WHY Pokémaniacs HAVE SPENT $5 BILLION ON IT SO FAR

22 DREAMCAST GAMES INSIDE INCLUDING SHENMUE

Pokémon™

EGM 124
November 1999
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LOST



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EDITORIAL

By John Davison • john_davison@zd.com



Why Do You Want To Catch 'Em All?

You've spent $5 billion on Pokémon stuff in the last two years. That's nine zeroes...and considerably more money than most forms of entertainment ever stand a chance of making in their entire lifetime. It's more than *Star Wars*, considerably more than *Titanic* and certainly a lot more than your average Game Boy game. In researching this month's cover feature we found that there are 90 companies in the U.S. producing Pokémon merchandise...there are **4.2 million** Americans out there playing the thing...and the average Pokémaniac really is completely flipped out on the stuff. We saw kids at airports go loopy when they saw the ANA plane with the art on the side, we saw families at Disney World (ironically) completely decked out in Pokémon gear—from backpacks to shoes to sunglasses and hats. **Remember years ago when it was proclaimed that kids recognized Mario more than Mickey Mouse? Looks like neither of them stand a chance when it comes to Pikachu.**

The TV show has gone from cult status at a weird time to be the WB's biggest ratings success, running six times a week. The movie looks set to break all kinds of box-office records and **the games continue to hold on to the top two spots in the charts**—every month.

Pokémon is proof that video games are the biggest, baddest, fastest growing form of entertainment in the world, and Nintendo has tapped into the very heart of the average kid's psyche with this thing. It's going to get wilder too. If you check out our feature you'll be able to see the first details about the new games set for release later this year in Japan. New games that introduce **hundreds more Pokémon** into the simple game universe—and at the same time introducing hundreds and hundreds of merchandising opportunities.

"Pokémon is proof that video games are the biggest, baddest, fastest growing form of entertainment in the world."

The Game Boy...10 years old, the simplest hardware on the market—and at the heart of one of the biggest entertainment phenomena in history. How cool is that?

John Davison

Contributing Writers



John Ricciardi

Before defecting to "the other side" and taking the role of editor in chief of *Expert Gamer*, young John was the Reviews editor of *EGM*. This month he returns as a member of *Team EGM* in the Reviews section, as well as lending his talents to some of our Japanese previews. You just can't get rid of some people.

Gary Mollohan

Previously assistant editor for *Official U.S. PlayStation Magazine* and now a contributor for his former employer, *www.videogames.com* and *EGM*. Our tie-wearing hero never fails us when it comes to writing about big sweaty men grappling with each other.





Andrew "Wildman" Pfister

Young Andrew was our editorial intern for several months. We have no idea where he came from or even how he got our address. Apparently it had something to do with IRC chat. Anyway...he's gone now. His powerful silence will be missed. He was a top chap...expect to see him again in the future, coz we like him.

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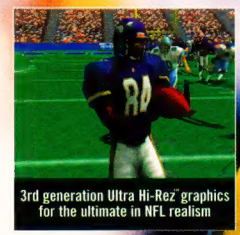


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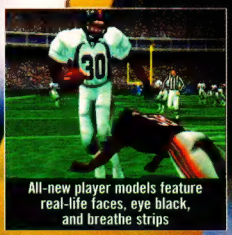
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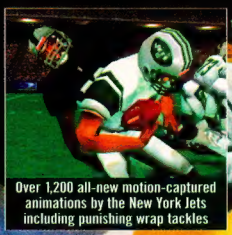
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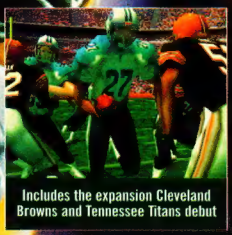
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Richer graphics with skin and 3-D texture mapping that even brings the dead characters to life. Along with diabolical new puzzles and a totally new inventory control system that make this the most incredible Tomb Raider ever. So while Lara may be back in Egypt, expect the Last Revelation to take you to a place you've never been before.
EIDOS
tombraider.com

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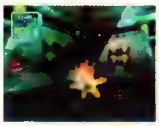
What's the Deal with Pokémon? Whether you love the sickeningly cute Pikachu or not, you gotta admit Nintendo's Pokémon is the reigning king of vid-game franchises. We cover EVERYTHING Pokémon in our 25-page blowout. **pg 166**



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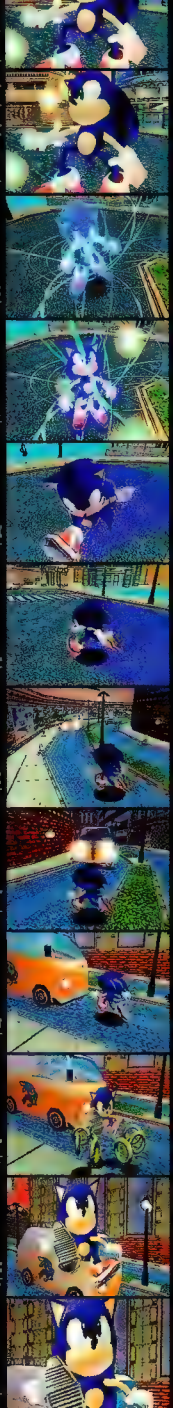
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SYSTEM KEY

- Dreamcast
- Nintendo 64
- PlayStation
- Game Boy Color
- Arcade



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"Soul Reaver is a deep game possessed with a myriad of impressive little touches... 9/10"
- VideoGames.com



"Soul Reaver's environment's are jaw dropping."
- Gaming-Age.com

"98%"
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- Expert Gamer Magazine

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Letters to the Editors

LETTER OF THE MONTH

The E-Sak Legend

Congratulations. You win an InterAct controller. You will be receiving a Barracuda (PS), an Eclipse Stick (SAT) or a SharkPad Pro 64² (N64).

See page 289 for official rules



Ever since I learned about the man called Elephant Sak, I have been fascinated by him. I believe you will be shocked to see what I have found. While Searching West Turkey, I came across this: "Long ago, when the people of the world were new, one man rose above all. He was a strong man, and was made to conquer all. His name? Elephant Sak. He was the world's greatest hero. From his birth, he was the greatest fighter on earth.

"From his birth, he was the greatest fighter on earth."

But something was missing. Over the years, E-Sak developed a great mastery of professional wrestling. Using his powers and mastery of moves, he joined the West Turkey wing of the WWF. After defeating all opponents that came his way, E-Sak needed a new rival. That is when he met the Llama of Death. The Llama of Death is revered world round as the most vile, evil llama to ever grace the earth. But E-Sak had an advantage. He was human. Elephant Sak and the Llama of Death had many great battles in the squared circle. Their greatest, perhaps, in the summer of 1976, where the Llama of Death and Mr. Face squared off against E-Sak and The Masked Guido, at the West Turkish WWF pay-per-view extravaganza, Royal Ackhmedah. Their battle is one that can never be forgotten. It started out as a regular tag-team match, but quickly became a spectacle of wrestling greatness. Great moves, great counter moves. Until the moment that changed West Turkish WWF wrestling forever. Elephant Sak had delivered his finishing move, Sak-o-Death, to Mr. Face when he got the victory at 25 minutes and 33 seconds. It was a joyous time. People all over West Turkey gave praise to Elephant Sak and The Masked Guido. Well-earned respect had finally been bestowed upon Elephant Sak.

Three months after this historic match, Elephant Sak decided to prove his use elsewhere, and the elsewhere was WCW. Elephant Sak had proven himself in West Turkey; all that was left was America. Soon, E-Sak was on his way to the Americas, ready to beat all of his opponents. But when he made his debut on WCW, he was forced to job to Hollywood Hulk Hogan, because Hollywood didn't want to look weak in front of the fans. After this night, Elephant Sak was put in the jobber pool, and was quickly washed out of the ranks of WCW. Today, Elephant Sak has disappeared, but he can be seen all across American homes, in WWF Warzone and WWF Attitude. A small, but well-earned tribute to West Turkey's greatest and brightest star. Elephant Sak, we salute you."

Adam Robinson
monkey_savior@yahoo.com



Elephant Sak is fast becoming something of a mascot for us. Lots of people seem to have picked up on his significance to us and have sent pictures and other weirdness. This has to be the weirdest yet...but it certainly is appreciated. Who really is the Elephant Sak?

LETTER FACTS

- **Number of e-mails in *EGM* mailbox as response to Dreamcast issue (122): Over 4,000...twice what we normally have.**
- **Average number of e-mails to EGM@zd.com per month: 2,000**
- **Responses to our Review Crew position (Dept. E-Sak): Over 100**
- **Dept. E-Sak gets its unusual name from: Elephant Sak... *EGM's* special fighting character, as seen in all wrestling reviews since WWF Warzone.**
- **Who gets more mail? Elephant Sak, or Sushi-X?: Sushi-X**

Zelda Is A Muslim?

I recently played through Zelda for the second time and noticed something interesting in the Fire Dungeon. I recognized the chanting you hear every once in a while from somewhere. Me being a Muslim American, I realized that it's a prayer. Translated it means "God is greatest." Has nobody else noticed this?

Ameen Belbahri
ameen2@excite.com

No one else seems to have noticed this...but the Zelda games are filled with imagery and ideas from the "real" world.

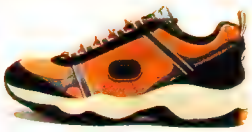
Bernie Stolar Was OK By Me

Some may be cheering Bernie Stolar's recent separation from Sega of America. However, no one should forget that Bernie is largely responsible for the success of the Dreamcast in the USA. The inclusion of the 56k modem, major retailers getting back on board with Sega, most of the big developers and publishers supporting Dreamcast, and AT&T as the preferred ISP were all things Bernie worked hard for.



by Marc Ecko

THE TONGUE



HOLIDAY 1999

FOR MORE INFORMATION CALL 212.967.9111

EGM@zd.com

Send us your thoughts, your wishes, your innermost weirdness...or your pictures, crazy screenshots or photos of bizarre game-related moments.

Sure, Bernie made some mistakes (Working Designs comes to mind) but doesn't everyone? In this long-time game player's humble opinion Bernie did a pretty good job and he will be missed. His heart certainly seemed to be with the American gamer and Sega of America.

Besides, wasn't it just too cool to call the COO of a large company by his first name and know that it was OK and expected? Thanks Bernie!

Glenn David Hanson
glennhanson@webtv.net

"Besides, wasn't it just too cool to call the COO of a large company by his first name and know that it was OK and expected?"

It came as a big surprise to us all. The day the October issue of *EGM* went to press was when we heard about it. Although it's normal for senior management to come and go, we were surprised by the timing of Bernie's move. We were also surprised by the lack of sentiment in any of Sega's communications about him. Regardless of what happened, as you say, he became the "face" of Sega—and became a name that people knew. As an evangelist for the "new" Sega, he was certainly effective.

Pokémon Has Anti Self-Abuse Message?

In the midst of all the Pokemania that's going around, there's one fact that seems to have gone unobserved; namely, the (ridiculous) length of Pikachu's arms. Look how short they are! He couldn't even put his hands together. And unless Pikachu isn't anatomically correct, his arms are too short to reach his genitals. Is this an anti-masturbation message from Nintendo? Are they saying that if only humans were physically unable to masturbate, they'd rise above their animal instincts to a higher plane of existence, uncaring of base material needs? Or is it possible that I'm reading too much into this? Pika pika!

mr_integrity@yahoo.com



You know what? You might be reading just a little bit too much into it. Although you're right...looking at him more closely, it has to be said that he probably can't reach. But then, do we really know if he's a boy or a girl?

SHORTS

The very bottom of the *EGM* letters barrel.

You suck!
andradeg@telnor.net
OK. Why?

EGM, it is grand, Whoever says it sucks should be smacked by my hand, Your mag is my bible, it's cooler than Nigel, yes...*EGM* is best.
brianml@aol.com
Thanks. Nigel Who?

You know what would be REALLY great? If you guys, as a testament of your undying love to us subscribers, sent me every Dreamcast game and peripheral that will be coming out over the next year
sushijoel@aol.com
No.

NFL2k is the best-looking sports game for any system. This is not an opinion, it is a fact. Change that bias rating system because you are telling me Metal Gear Solid's blocky graphics are better?
spunkyz1@stargate.net
That's not what we're saying at all.

10 YEARS AGO

Mistaken Identity

From *EGM* issue Four

I thought your article on the 16-Bit systems was awesome! I have a question about the TurboGrafx-16 machine. You said it used cards similar to the Sega Master System's cards. Since they are close to identical, could you play Sega cards on the TurboGrafx, or vice versa?

Joe Neikirk
Montville, NJ

While they appear the same, the Sega Master System and the TurboGrafx are about as different as Super Mario Bros. One and Two! The cards used in the PC Engine, TurboGrafx and the new Atari hand-held are essentially the same as the cartridges used in the NES and other popular game machines.

Metal Gear Pocket

I think that it would be a smart move by Konami to take the Metal Gear games for the original Nintendo, and convert them to Game Boy Color. I'm a huge Metal Gear Solid fan and have been trying to find the old Metal Gear games for Nintendo but have never been lucky enough to get my hands on them. Do you guys know if Konami has any plans? Or how about a version of

Question of the Moment

What do you think of Pokémon?

In the words of the world's best metal band (Metallica): "KILL 'EM ALL!"
bootwotoo@aol.com

What's Pokémon?? (I still pretend it doesn't exist.)
potvin@gwis.com

Pokémon are the coolest thing since sliced bread.
dogmeat99@ignmail.com

I have to admit I was a little skeptical at first but once I got it I couldn't stop playing it!
piro615@aol.com

It's what America thrives off of: fads. Such as: Furby, Tamagotchi, Power Rangers, and the oh-so-wonderful Spice Girls.
tartyparty@aol.com

I didn't used to like Pokémon at all. Then my cousin recorded an episode and got the game and I found it kind of cool. The cartoon is interesting, the GB game is addictive, the N64 game is too short and is not worth the money, and the CD is um...different.
Nick O'Hair
Calcium17@yahoo.com

I think parents everywhere are going broke buying Pokémon sh*t for their spoiled brat kids.
mr_bigglesworth3626@yahoo.com

Next Month's Question of the Moment:
Donkey Kong...Nintendo savior, or just another franchise character?
Send your short but sweet responses to: EGM@zd.com with the subject heading: **Donkey**


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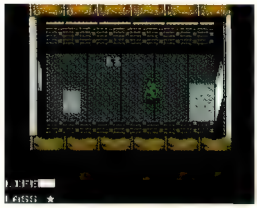
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e-mail: EGM@zd.com

Please note: We reserve the right to edit any correspondence for space purposes. If you don't want your name, city/state or e-mail address printed, tell us so (but please include your phone number and mailing address for Letter of the Month consideration).

Metal Gear Solid for Game Boy? That would be cool.

Safe Al-Attar, Fremont, CA
sharpstyle@aol.com

Last thing we heard was that Konami had been considering lots of



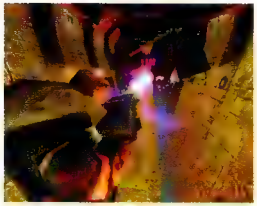
options on this front, but had settled on releasing a version of Metal Gear Solid for the Game Boy Color. No release details are available yet, but we'll bring you news and screenshots as soon as we get anything.

Dream Quake?

I was just wondering, do you think there is any possibility that a Quake game would be released for the Dreamcast? I'm sure I am not the only person out there who would love to see some massive fragging on Sega's new system.

barcodbaby@aol.com

As we've reported several times in



both the News section and in QMann, Quake III: Arena is currently in development for Dreamcast, although no release details are available yet. We quoted John Carmack last month when he spoke at QuakeCon99...and things seem very hopeful that something would be ready soon.

"Hey Sega... didn't you want people to know about this thing?"

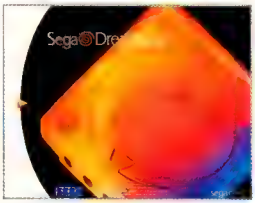
"I'm sure I'm not the only person out there who would love to see some massive fragging on Sega's new system."

Converted To Dreamcast

I think you guys are cool because you're not putting a bad rap on the Dreamcast and you're actually going along with it. I read your preview on Dreamcast in issue 122 and that really made me want it.

Bryan Leon
BSaiyajin@aol.com

Before we worked on that feature, we (as a bunch of avid gamers) had the same reservations as everyone else. We hadn't been impressed by the Japanese launch, and we were wary of Sega's Internet plans. After we'd spent time with Sega though, we became believers...and the feature was something that we hoped could be enlightening for everyone.



$100m Worth?

I was watching MTV the other day and I came across a commercial for the Dreamcast. Do I see the DC in action though? No. Instead I get to see some guy who looks like he's on acid...and then for a VERY brief second, the Dreamcast symbol. Hey Sega...didn't you want people to know about this thing?

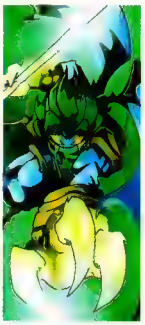
db3db3@hotmail.com

LETTER ART

WINNER

Craig Nicholas
Petaluma, CA

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Oak Brook, IL
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(All entries become the property of ZD Inc. and will not be returned!)

Close, but no controller

Bad luck to these guys...better luck next time. Feel free to e-mail us artwork as well. More of our messages are e-mails these days–so don't miss out!



Susan Lee, Syosset, NY





Kristopher Joesel
South Lyon, MI



Flavio T. Tajiri
Guaratingueta, Brazil

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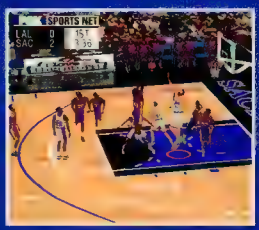




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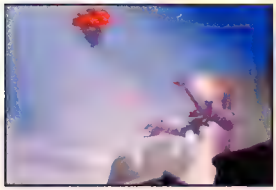
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PlayStation

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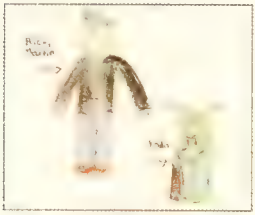
$5,000,000,000

That's a lot of zeroes. Yep, $5 billion is the amount of money the Pokémon franchise has taken to date. That's for the games, the toys and all the other knicknacks.

It's supposed to be a "teaser" and no doubt by now you've seen the full campaign, complete with some of the game ads. We think they're pretty cool...almost like mini-movies. The early stuff was maybe a bit too vague though, relying too much on gamers' knowledge about the system.

Living, La Vida Loca

In an age where gaming companies are trying to come up with the next big thing, I believe I have stumbled upon this so-called "Big Thing." Ricky Martin is a hot Latin star and is currently the biggest thing to hit America, while console gaming is at its highest point it's been in some time. So it's only natural that the two go together, right? Welcome to "Ricky Martin: Livin' La Vida Loca." You are Ricky as you help him find the real meaning of "Living the crazy life." Ricky explores his 3D, fully



interactive world with his good friend Yoda. Together they try to foil the devilish James Van Der Beek from *Dawson's Creek*. It seems that Mr. Van Der Beek is stealing all the craziness out of Ricky's world and he has to get it back. Other teen heartthrobs make guest appearances such as Britney Spears and the Backstreet Boys. This game will be big for two reasons: 1. Ricky Martin is a hottie. Although I haven't found a publisher yet, I feel it's just a matter of time. I have included a sneak peek sketch of the game.

poopington@aol.com

I don't think there's any response to that which could really convey what I'm feeling right now.



"Instead of wanting gamers to really enjoy a completed work, they want to eek as much money as they can out of this deal."

"It seems that Mr. Van Der Beek is stealing all the craziness out of Ricky's world and he has to get it back."

To Be Continued

Is it just me or did anyone else feel a little shocked at the ending of Soul Reaver? It was like buying a 500-page book only to discover there is only writing on 250 sheets and that it ended in the middle of an action sequence. Now don't get me wrong, I'm not bashing Soul Reaver as a game, in fact it is one of the best I've ever laid my hands on. The beginning, gameplay, graphics and in-game events were fantastic; however, the ending was completely frustrating. I was left with a sense of incompletion. When I fought Kain the second time, in the clock tower, I thought it was the halfway point in the game. The next thing I know a "TO BE CONTINUED" sign shows up and the credits roll. I sat in disbelief for quite some time, when I came out of shock, the TV was off and I was in bed. I had no idea how I'd gotten there, but as I marvelled at the audacity of people who would do such a thing, it came to me. Instead of wanting gamers to really enjoy a

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Stop Bitching About Bias

I'm just online and reading your latest issue right now (September 1999 Dreamcast cover). But anyway...I'm just sick and tired of people accusing you guys of being biased toward a certain system.

mkyxpress@aol.com

Why is your mag so biased? I used to get it but now I get *Next Gen* because it sickens me how much you butt-kiss Sony.

falcor100@aol.com

You guys are loyalists to the PlayStation, and act like the N64 is s***. You've already destroyed the Saturn, and I guess it isn't as easy to destroy the best home console system in the world, the N64. The fact is, Nintendo has bigger, better, higher-quality games than the PS will ever, so you can tell Sony to stop paying *EGM*, because it's not gonna work. Don't forget that the N64 had two games that were considered the greatest of all time (Zelda and Mario), as opposed to the PS's zero.

spar985@aol.com

Why do you guys always give Nintendo games better scores than PlayStation games? Why are you so biased? Is it just because Sony is so successful? Are you trying to be clever? The PlayStation rules! Stop being biased.

David Kzinski, CA

I feel, personally, that Sega is going to make a comeback. I feel the Dreamcast will be pretty popular. I'm thinking of buying one myself and praying to God that Sega doesn't screw this up. Don't blame the media. Everything they say about a system, in the terms of whether it's good or bad, is opinion. *EGM* is a good magazine, and is not biased. Open your eyes. They are not out there to ruin Sega's chance of a comeback.

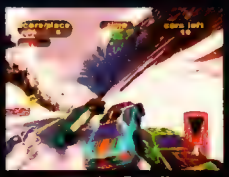
david.hobson@ss.austin.tx.us

This ridiculous paranoia has to stop. The fact that we get letters saying the same thing about all systems just goes to prove how silly this is. All game systems are fantastic...just because you're particularly loyal to one, doesn't mean that others are bad. It also doesn't mean that there is evidence of bias where there is not. Games are a form of entertainment (just like movies or music) and that's how we look at them and rate them. If we feature more PS games, it's simply because more are released. We endeavor to cover ALL video games. You'll find that we've rated the "good" games on all systems accordingly—and we'll continue to do so. There is no conspiracy and no favoritism...we just say it like we see it. If a game's good, it's worth shouting about, regardless of what system it's on. It's *all* supposed to be fun. Chill out, they're games.

Pre-Derby Checklist

- [x] Weld Doors Shut
- [x] Tape Fender to Chassis
- [x] Strap Down Hood
- [x] Renew Life Insurance Policy

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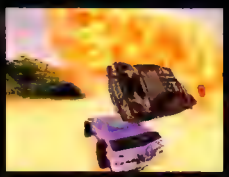
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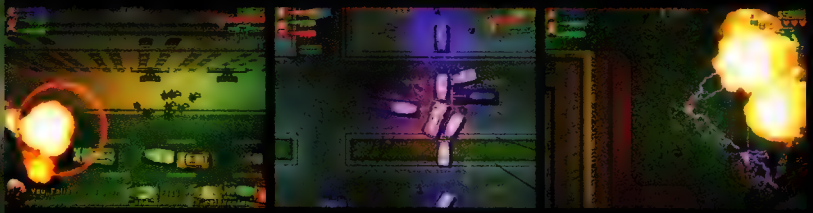
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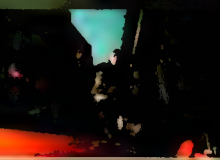
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Grand Theft Auto Is Back.





GTa2

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Nice to see cops eat something besides jelly doughnuts!

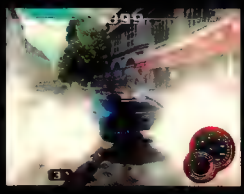


No, you're not paranoid, man. They are out to get you. Luckily, you've come prepared with a beast of a car and the guts to run it to the redline. Watch the gap grow between you and the cops dude, as the gap between your accelerator and the floorboard disappears.

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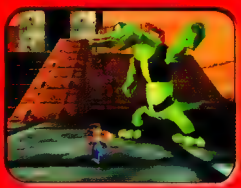
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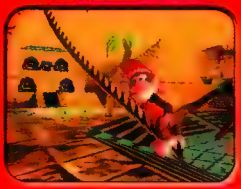


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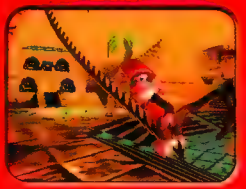
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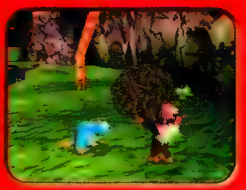
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THE LOWEST SCORE EVER

0.5 The lowest score EGM has ever given *ANYTHING* went to the N64 version of Superman by Titus. Johnny England wasn't a fan.

Ask Sushi-X

Got a game-specific question for our resident Ninja? Write him at:

Sushi-X
PO Box 3338
Oak Brook, IL 60522-3338
e-mail: sushi_x@zd.com

Q: Has Street Fighter EX2 or any of the SFIII series made it to the PlayStation yet?

Mario Sanchez Sansares
CD. Victoria, Tamps
Mexico

A: Neither has appeared on the PlayStation, and at this late stage, it is unlikely Capcom will take the time to rework these games for an older platform. Remember, SF EX2 runs on a System 12, while SFIII is pure CPS3 driven. A PlayStation version would mostly likely suck. My ninjas in Japan tell me that Capcom is working on SFIII for the Dreamcast though, so we'll see.

Q: Hi Sushi-X, I wanted to know your opinion about Tekken Tag Tournament and what the best game for the PlayStation is. Also, what's your favorite game?

Fernando A. Nunez
Brazil

A: Fernando, personally, I think TTT is Namco's way of tiding players over until Tekken 4 hits proper on the PlayStation 2. Even if it's just Tekken 3 with an extra button, the game has enough added value to give it a different feel. It's not coming to the PS though so don't hold your breath. Best fighting game on the PS is SFA3, duh! And my favorite game is the DC version of SFA3, duh!

Q: When is Chrono Trigger 2 coming out, and for what system?

bettenha@bvsd.k12.co.us

A: Chrono Trigger 2 is coming to the PlayStation this winter in Japan and it's supposed to hit these shores sometime next year. Oh, and you know that they're rereleasing Chrono Trigger for the PlayStation in Japan, right?

Q: Are they ever going to make another Spawn game? And do you think they should remake Mortal Kombat 1 or 2 for the PS or N64?

Alex Solorzano
Grand Terrace, CA

A: Yes and for the love of all that is decent, no.

completed work, they want to eek as much money as they can out of this deal. The bigwigs probably figured, "Why put it all in one package, when we can wait a few months and charge another 50 dollars for the second half?"

dragonzj@aol.com

When we produced our cover feature for the February 99 issue of *EGM*, there were indications that the game would be much bigger. Speaking with the producers it seemed that the original plan was for the game to be much bigger. All of Raziel's brothers were supposed to be bosses, the glyphs more significant, there were to be forges for sound and water...and Raziel was supposed to learn an ability that would let him shift between realms at will. The stuff was removed for a variety of reasons (see News for full story)—but the result does leave something of an *Empire Strikes Back*-ness to the whole thing doesn't it? It's still a great game though, eh?

Give Superman A Break

You have to give Superman a little credit. At least they give you the option to increase the difficulty as you go along, instead of playing the whole game



on easy, only having to start all over again on hard.

kevinlot@aol.com

You may be clutching at straws there somewhat. Face it, Superman is one of the worst games ever made.

An Englishman's Desires

I want to know why there aren't more European games being brought over here. As an Englishman living in Mexico City I own an NTSC PSX and N64, but this means I cannot play games that are only released in Europe such as Premier Manager 99, Brian Lara Cricket, UEFA Champions and other sports management games. This sucks! Why don't they release any of these games? I am desperate for some kind of soccer management sim, anything! Do you know if there are any plans to release any of these games, or other games previously only available in Europe?

Thomas Schaller
thegooner@mail.com

P.S. John, what soccer team do you support, and do you know if Michael Owen's World League Soccer will be released in the States?

Soccer's getting bigger here...but it's going to be a while before you see management games I would imagine. As for the specifically English football stuff...that isn't going to happen as it's too uniquely Anglo-centric. If you have a PC, you might want to look at Championship Manager 3 (from Eidos in U.K.) instead. It's the best there is. Check out www.gamespot.co.uk for info—and demos of some of the other games you're interested in.

P.S. Nottingham Forest and no, it probably won't.

OOPS!

- **Last month, Ready 2 Rumble should have received a Silver Award...not a Platinum. It's good, but not that good.**
- **And before anyone else writes to us...yes, we know, Mario Golf needed a Silver Award in issue 122. This has been amended in the Review Archive.**
- **In our Pac-Man World review we accidentally mentioned Capcom instead of Namco in the text.**
- **Finally, in our Pokémon Snap preview we got Todd and Ash mixed up a little. Simple mistake. We don't get up that early on Saturdays.**

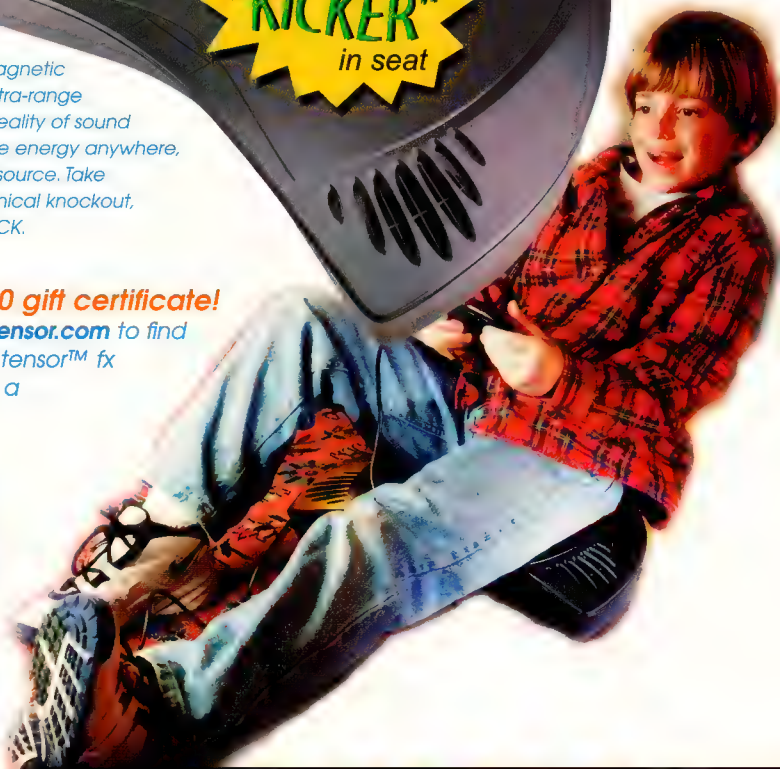
The instigators of all of these problems have been strung up and forced to play Superman.

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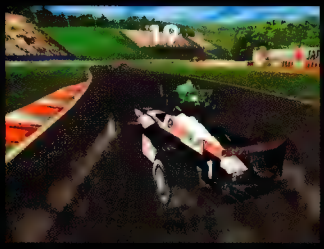
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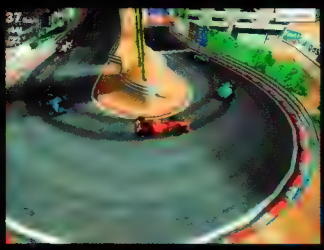
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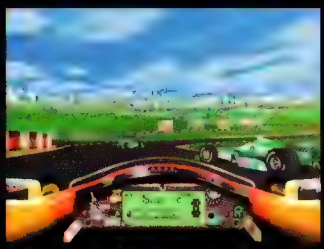
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By Chris Johnston chris_johnston@zd.com

Press Start

The Hottest Gaming News on the Planet

PlayStation 2 A Reality



Sept. 13 began with an earthquake rocking Tokyo. That night, Sony rocked Japan in a different way. It's now official—the name of what Sony has been calling the "Next-Generation PlayStation" since last March is PlayStation 2. Why they just couldn't have called it that from the beginning, we don't know. The system will be released in Japan on March 4, 2000 for a price of 39,800 yen (about $375). This is the same price the original PlayStation was introduced at in 1994. Steep, yes, but you get a lot for that money. Included in the package is one Dual Shock 2 controller, one high-capacity 8MB memory card, a PlayStation 2 demo disc, AV Multi cable and an AC power cord. The system will also be able to play DVD movies, straight from the box.



SCEI President Ken Kutaragi hosted the conference, opening it by saying that Sony's approach with this new system isn't simply to conquer the new generation of the video game market, but to establish a new Computer Entertainment Market. "It was a great challenge to come up with a design for PlayStation 2." Will it look more like a PC? Surely, it doesn't look like any console video game system ever released.

Gone is the gray color synonymous with the PlayStation, replaced by blue and black. According to the system's designer, Mr. Koto, the black represents the infinity of the universe, with the blue representing the Earth (the water planet). Just when you thought the days of a front-loading CD tray were over, it's back with the PlayStation 2. The "PS" logo will remain the same, although a very futuristic-looking PS2 logo adorns the top of the machine. There are two controller ports...not four, as we had expected, apparently due to cost-saving measures—and two memory card slots on the front of the machine just like the first PlayStation, but there's also two USB connectors and an i.Link IEEE1394 on the front for future expansion. On the back is a Type III PCMCIA card slot for things like modems and ethernet cards (for cable modem and broadband communications, all part of the PS2's future). Also in the back is an optical out for Dolby Digital AC-3 and DTS sound. You can position the system in two different ways: horizontally, or vertically with an optional stand (sold separately). Surprisingly, when you place a disc in the CD tray while it's vertical, it doesn't fall out. It reads

If you thought Namco did a good job with Soul Calibur on Dreamcast, wait until you see what they've done with Tekken Tag. Not only are the characters super-detailed, but individual blades of grass move, there is superb water effects, and each arena is fully 3D–not just a single bitmapped texture. Some stages even have spectators watching the fights. Tekken Tag is a launch title.



The retail boxes will be the same as DVD keep cases.

Screen shots from top to bottom: Armored Core 2, Boku to Maoh (The King and I), XFire, Onimusha, Ridge Racer, Street Fighter EX 3, Gran Turismo 2000

CD-ROMs at a 24x speed, and DVDs at 4x. Perhaps that will mean faster loading not only for PS2 games, but PS1 games as well.

Sony's Dual Shock 2 will be released simultaneously with the system (available separately for 3500 yen—$33), and is an evolved version of Sony's analog controller. All the buttons (except Select and Start) on the Dual Shock 2 are analog, based on how hard you're pressing the buttons. It's also backward-compatible with all previous Dual Shock games. We were able to take it for a test drive after Sony's presentation, and it doesn't feel any different than the regular Dual Shock. All previous peripherals made for PlayStation 1 (except devices that plugged into that system's expansion port, like the GameShark) can be used on PlayStation 2, including the PocketStation. And although there's still no firm plans to bring PocketStation to the U.S., it wouldn't be surprising to see a new model of PocketStation for PlayStation 2 which incorporates the technology of the new 8MB memory card.

Speaking of which, also packed in with the system and available separately at launch is a new High Capacity 8MB memory card (also 3500 yen—$33). Just to compare, the original PlayStation memory card was 256k, so the new card has over 30 times the memory capacity of the old one. It's also super-fast...up to 250 times faster data access than the current PS memory card. It also has encryption techniques (called "MagicGate") built in that will be used when Sony introduces its network plans for 2001 and beyond.

Games will be delivered on both CD-ROM and DVD-ROM. Instead of the traditional black CDs, PlayStation 2 CD-ROMs will be blue in color. PlayStation 2 DVD-ROM titles will come on silver discs. Jewel cases have been replaced by plastic Amaray cases...already in wide use with DVD. To illustrate this, Sony showed off a prototype box of Gran Turismo 2000.

PlayStation 2 is not going to have anything to worry about as far as software support is concerned. So far, 46 North American and 27 European companies have joined with 89 Japanese publishers to develop titles for the system. There are currently 84 titles in development, with another 128 titles tentatively planned for release sometimes within the first year or so of the system's availability. Sony showed the crowd a video of five selected launch titles: Gran Turismo 2000 (SCEI), Tekken Tag Tournament (Namco), Kessen (Koei), Dark Cloud (SCEI) and The Bouncer (Square/Dream Factory), all of which were demonstrated for attendees after the show along with Street Fighter EX3 (Capcom), Densen (SCEI), Unison (Tecmo), Eternal Ring (From Software), Take the A-Train (Artdink) and Popolocrois III (SCEI). Among the developers working on games are Atlus, Capcom, Chun Soft, Eidos, Electronic Arts, Enix, Konami, Namco, SNK, Square, Tecmo, Titus, Infogrames, Ubi Soft, Acclaim, Activision, Agetec, LucasArts, Midway, THQ, Working Designs and The 3DO Company. Big titles on the "in development" list include a Bio Hazard (Resident Evil) series game from Capcom, Bust A Move 3 and Star Ocean 3 from Enix, Gradius III & IV from Konami, Bloody Roar 3 and Bomberman 2001 from Hudson, a new Ridge Racer and 500 GP from Namco, I.Q. Remix (Intelligent Cube Remix) from SCEI, Tenchu 2 from Sony Music, Ninja Gaiden (called "Kunai" in Japan) from Tecmo, a new Cool Boarders game from UEP Systems and Robocop and Roadsters Trophy 2000 from Titus.

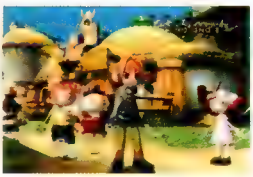
Starting from 2001, Sony will offer network communication options, but not via modem. Instead, Sony is jumping straight to broadband, through an ethernet connection via cable modem. Sony will release a hard disk drive to take advantage of the speed, allowing gamers to download game data and demos. The company also plans on offering various e-distribution services, which will be helped along by the encryption technology utilized in the new memory cards.

The development system for PS2 games is a slightly larger version of the system which can be networked together for easier game creation. The dev system itself has two modes of operation: a regular PS programming/debugging mode and a workstation mode, allowing tools to be used in a Linux development environment, putting all the tools needed to create a game on PS2 in one box, without the need for a separate PC.

Sony expects to sell a million units within the first two days of the system's availability. U.S. and European launch dates are still scheduled for fall 2000.















DEVELOPER PROFILE

Kodiak Interactive

Location: Salt Lake City, Utah
Web Site: www.kodiakgames.com



Current Project(s): WCW Mayhem (N64 and PlayStation).
Some of our favorite wrestling video games include: Fire Pro Wrestling—Six Men Scramble. The original Tag-Team Wrestling, along with Taito's Mat Mania and Mania Challenge provided coin-op players the chance to finally become participants in the glorious world of professional wrestling. But as far as the current generation goes, THQ/Asmik's WCW/NWO Revenge is the current champ.
Most challenging aspect of developing a wrestling video game is: Some try to be "Mortal Kombat with Wrestlers," but we decided that our priority was to provide the players with an easy-to-control game with an authentic look in terms of moves and environments. Providing controls and AI which equally satisfy beginners and hardcore Wrestling fans was the ultimate challenge in building the game.
The most exciting thing about the next-generation systems, is, in our opinion: Being able to add back to the game all of the cool design ideas that end up on the cutting room floor due to technical limitations of the current machines.
If there's one thing we would change about this industry, it's: The constant pressure to build compelling titles in a short deadline—driven by the undeniable fact that Christmas comes but once a year. Second, the frequency of platform transitions is both great and horrible. Everyone's excited about the potential, but the economic realities are harsh.
Story behind our name: Our company's president was raised by friendly Alaskan bears that were a lot of fun to play with, hence the title, "Kodiak Interactive." It was either that or we couldn't come up with anything we liked better.

Game Boy Gets Advanced

In the wake of its Space World expo, Nintendo announced the next generation of Game Boy hardware, tentatively called Game Boy Advance. The system will feature a 32-Bit RISC-based CPU at its heart, developed by UK-based ARM Corp. (who develops CPUs for cellular phones) which will be able to display 65,000 colors simultaneously. The new system will be able to play Game Boy and Game Boy Color titles, but those developed for the Game Boy Advance will not play on any previous incarnations of the portable.

Game Boy Advance will also have the ability to connect to a cellular phone (or a PHS phone in the case of Japan) for Internet connectivity such as downloading games, e-mail and chat. Though if that will be achieved with any kind of intuitiveness on a handheld game system is still unknown. Nintendo says that a digital camera device will be made available for the unit (not the existing Game Boy Camera) that will allow you to see your opponent while playing network games on the Advance.

The most interesting part of Nintendo's announcement is that they are partnering with Konami to form Mobile 21, a jointly held software development company which will create games for the new handheld. Staff members from both Nintendo and Konami will be brought to Metro 21, which will not only develop games for the Advance, but Dolphin as well. There will be some kind of connection between the new handheld and the Dolphin, which will likely become clear as the release of both systems gets closer.

Nintendo Co. Ltd. Chairman Hiroshi Yamauchi said that he sees the new handheld and its network capabilities as a way to explore new ways of multiplayer gaming, likening the system to a personal communications terminal more than a video game system.

Game Boy Advance will be released in August 2000 in Japan, and Christmas 2000 in the U.S. and Europe. A retail price for the system has not been announced.

But the real question in all this is: Do we need another Game Boy system that isn't backlit, isn't even up to the resolution of the NES, and has a slightly smaller screen? More colors and 32-Bit, yes, but at what price?

www.nintendo.com

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Resolution:	166 x 144 pixels	240 x 160 pixels
Maximum colors displayed:	56 colors	65,000 colors
Size:	Approx. 78mm (H) x 133.5mm (W) x 27.4mm (D)	Approx. 80mm (H) x 135mm (W) x 25mm (D)
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Launch Date:	Nov. 15, 1998	August 2000 (Japan), Christmas 2000 (North America and Europe)
Suggested Retail Price:	$69.99	TBA

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EVIDENCE

CASE DATE 1972

PlayStation

PC CD ROM

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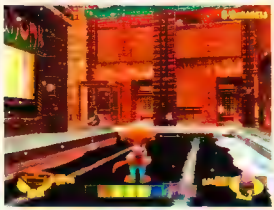
300,000

PRE-SELLIN'

Over 300,000 Dreamcast systems were pre-sold prior to the Sept. 9 launch date.

TINKER

PlayStation 2 Hacks Up Furballs



Bizarre Creations' cartoony Dreamcast (and PS2!) action shooter Furballs will be published by Acclaim...**Rockstar announced that it has signed on a variety of top-level hip-hop groups for Thrasher: Skate and Destroy. Run DMC, Public Enemy, The Sugar Hill Gang, The Freestylers and Sniper are among those lending their musical fingerprints to the game, which hits stores in November...**Sony is working on a sequel to Alundra in Japan (Working Designs released the first one in the U.S.)...**Midway's next Blitz-type sports arcade game will be a baseball title, and Off-Road Thunder (developed by Kalisto) is on the way...**Ubi Soft is not only bringing out Evolution for Dreamcast, but may continue a relationship with ESP, bringing out Evolution 2 and Grandia 2 outside of Japan...**THQ has announced it will publish games for Dreamcast. The first will be Felony Pursuit in Spring 2000...**SCEA has set a release date for Gran Turismo 2 in the U.S.—December 7...**Medieval 2 is coming to PlayStation...**Hasbro Interactive's less-than-stellar Centipede is coming to Dreamcast...**Sony's injunction against Bleem! has been denied, meaning it's clear sailing for the emulator at least until the official trial begins next year...**The co-creator of Mortal Kombat, John Tobias, along with two other original MK team members have left Midway to pursue other opportunities. It's not known what those are yet, but we're sure this won't be the last we hear from them...**Chrono Trigger will be re-released on the PS this winter in Japan, with new animated sequences. Let's hope Square brings it out here!**

Soul Reaver...Edited?

If you've been playing Eidos/Crystal Dynamics' Legacy of Kain: Soul Reaver and were puzzled by the game's abrupt end, you're not alone. Some of the things that the team originally planned for the game were changed/taken out before its release. And, if you go back and read the feature story we did on the game in *EGM* #115 (February 1999), you might notice that some of the story line and gameplay elements we told you about aren't in the final game.

Why? We spoke with Amy Hennig, the game's producer/director to clear up why the game changed during development. Hennig told us, "The decision to split it into two games was actually made several months ago, it's not something we decided at the very last minute, just to rush the product to the shelves. We realized a while back that we had essentially over-designed the game, and that the epic story we wanted to convey was too ambitious for a single product. Once we came to terms with this realization, we had a difficult decision to make—should we further delay the game's release, or should we bite the bullet and leave Soul Reaver with a cliffhanger ending, to be resolved in the (already-planned) sequel?

"Realistically, the former really wasn't an option—there were both internal and external pressures to get the game out, without any further delays. And so, somewhat reluctantly, we decided to make it a two-parter—and despite our own disappointment, we realized that this decision was really a blessing in disguise. Because of schedule pressures, we felt we had already compromised the latter portion of the game, squeezing characters and story events into too small a space, and too short a time. We had abandoned cool ideas and mechanics, because there wasn't time to do everything we wanted to do. Saving these ideas for the sequel meant that we could give them the breadth and care that they deserved."

Hennig told us that areas excised from the final product amount to only a small fraction of what appears in the final game—speculations that a half or a third of the game was deleted are simply inaccurate. (For those familiar with the game, the deleted terrain is the equivalent of the Silenced Cathedral level). And, most were areas that the team wasn't that happy with or felt that spending time on them rather than areas that were going in the right direction wouldn't be the most effective use of time.

"Those gamers who have avowedly completed and enjoyed Soul Reaver (even with the cliffhanger ending) should not feel differently about the game after hearing about the edits," she said. "For someone who took 40 hours to complete Soul Reaver, the deleted material would have only accounted for another 4-5 hours of gameplay.

"The main thing I want to convey to fans of the Kain series is that the team and I are 110 percent committed to this franchise, and care deeply about it," she said. "There's no corporate conspiracy to cheat the consumer, to get two games out of one game's worth of material. We simply just felt that we were compromising Kain's epic story by trying to cram too many major events into the last 10 percent of Soul Reaver. I agree that Soul Reaver's ending was abrupt, and I would have loved the time to make it more elegant. But I'm confident we made the right decision in saving these events for a full-fledged, follow-up title; for fans of the Kain story, this was the best possible decision we could have made."

www.eidosinteractive.com



Amy Hennig, producer of Legacy of Kain - Soul Reaver, explains why the game changed so much between our feature and the final product released in late August.



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PC CD

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www.lucasarts.com/products/phantommenace
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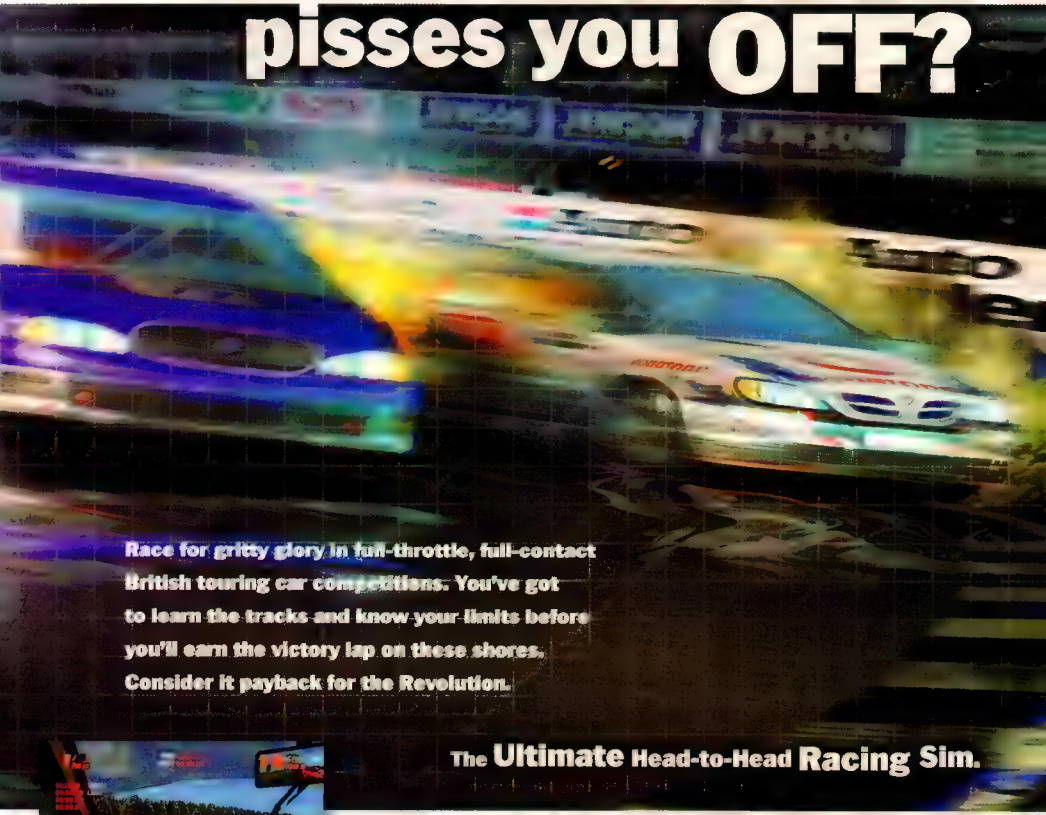
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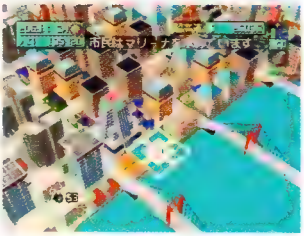
www.activision.com

Nintendo's Long-Delayed 64DD Sees the Light of Day in Japan

It's been a long time in coming, but the 64DD is finally a reality—in Japan, at least. The current plan is that it will be released around Dec. 1, although an official launch date for the system in Japan hasn't been announced. Nintendo and Recruit have set up a new company, RandNet DD, which will handle the DD and its online service (RandNet). The online service will offer downloadable games and extra data for existing games (such as extra tracks, cars or playable characters), multiplayer online gaming, a "spectator" option where you can watch online game tournaments taking place, e-mail magazines and MP3-encoded music, to name just a few of the services planned. Web browsing and e-mail will of course come standard.

While speculation puts the 64DD at a 15,000 yen ($138) price point, the exact pricing details of the system and its online service, as well as retail availability of the DD haven't been announced yet. The DD setup comes with the N64 modem cartridge, a modular phone cable, the N64 Memory Expansion Pak, the 64DD itself and a Member Disk, allowing you to access the Internet and special members-only Web pages.

Nine titles for the DD were showcased at Space World: Kyojin no Doshin 1 (Doshin the Giant 1), F-Zero Expansion Kit, SimCity 64, Yousuke Ide's Mahjong School, Gendai Daisenryaku: Ultimate War, Japan Pro Golf Tour 64, Talent Studio, Paint Studio and DT.









Games available at the launch of the 64DD in December include Sim City 64 (top left), F-Zero Expansion Kit (top right), Paint Studio (bottom left) and Talent Studio (bottom right).

Kyojin no Doshin 1 (Doshin the Giant)

This is perhaps the wackiest N64 game yet. You star as a big yellow giant on a tropical island. Since you're so big, you have the run of the place, deciding what to do. For instance, you could decide to smash houses or raise the land, build or smash mountains, etc. Depending on how you act, you'll grow in size and either become good or evil. And, even after you've turned the game off, time marches on in the tropical paradise, so you could turn it on the next day to find that something's happened. It's possible that this game will see a release in the U.S. on cartridge.

F-Zero Expansion Kit

Just as it sounds, the F-Zero Expansion Kit allows you to edit and save your own tracks (up to 100) for F-Zero X. There's also two additional cup races of new, pre-programmed tracks, and you can save up to three ghost racers for each course.

SimCity 64

As mayor, you decide the fate of your city as you build it from the ground up. With Paint Studio you can edit characters in the game, and even put yourself in there!

Talent Studio/Paint Studio

These two titles are part of the Mario Artist series. Paint Studio is much like Mario Paint, but you can use the Game Boy Camera and the 64 GB Pak to put yourself in your pictures! Talent Studio is just as fun, where you can create whole scenes with your face plastered on a polygon body to dance around, fight or whatever else you can think of.

Some of these games might show up in the U.S. as cartridge games, but how that'll be handled and when they'll be released has not been announced yet.

www.nintendo.com





When you get a 64DD, it comes with everything you need (at left, except the N64 itself, of course). That cartridge is the modem cart. RandNet DD, formed by Nintendo and Recruit, will handle releasing all the DD games and its online service.



IT GIVES YOU A CHANCE TO FIGHT
BRAIN HUNGRY ZOMBIES.

THE HOUSE OF THE DEAD 2 | Sega Dreamcast.
IT'S THINKING.

APPARENTLY YOU'D RATHER SUCK HATCHET

new characters travel branching paths on 6 intense levels for ultimate replayability to confront over 20 kinds of mutants with hatchets, chainsaws and razor sharp teeth. check your shorts for cake. sega.com

MATURE
M
CONTENT RATED BY ESRB

THE HOUSE OF THE DEAD 2

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SPAWN ARCADE

Capcom's Spawn arcade game will debut at JAMMA, and is sure to make it over to the U.S. before the end of this year.

Shigeru Miyamoto: Swimming With Dolphin

While at Space World '99, we had a chance to sit down with Shigeru Miyamoto to talk about Dolphin, game development, and his feelings on the next generation of game consoles. Here's what he had to say:

EGM: What's your involvement in Zelda Gaiden?
SM: I can't be involved as completely as I usually am. From time to time I'll be involved at certain points in the development, but I have restrained myself from making specifications for the game.

EGM: What types of games do you want to see re-made or sequelized for Dolphin?
SM: I think from now [on], and even on Dolphin, there will be Nintendo games [and sequels] and although I won't be deeply involved in their development, you are going to feel the Nintendo touch in many games. So in other words, while I won't be deeply involved in the process of developing a sequel, you'll feel the same way when playing those games as when I once worked on them. I think the biggest difference between being the producer and being the director is, if you are director you can check each phase of the game yourself in order to confirm that it's your game so that you can feel what it is like to touch the game itself. For example, F-Zero and Yoshi, when you look at these games, you realize that they have more of the touch of other directors. I'm kind of trying to oversee the overall process, and then ask each of the directors to take care of the game so they can reflect on their own individual touch. While, a game like Legend of Zelda, I want my own touch to be reflected sharply.

EGM: Personally, would you like to see a Wave Race game on Dolphin?
SM: Yes, definitely (laughs). Even when we were working on Wave Race, we realized that the N64 was not powerful enough for that kind of game. Specifically, we wanted to make very detailed movements for the waves, at least as detailed as what Wave Race was for N64. In the case of Dolphin that should be easily done.



After taking a year off, Nintendo once again held its annual Space World expo at Makuhari Messe in Chiba, Japan.

EGM: What about Dolphin's technology is most exciting to you?
SM: Even though N64 was advanced, much more than the previous pay total attention to every point so that the system can still run. In the case of Dolphin, this isn't a problem, so we can put our maximum attention into little details. The system can easily run so you can try something totally new. That's the most exciting thing to me with Dolphin. Also, with the N64, at the beginning we made games for the first time in 3D. Through the course of that we realized so many things, especially we encountered the inefficiency of making these types of games on the N64. I believe those inefficiencies and problems have already been solved on Dolphin hardware, so it's going to become a very cost-effective product.



"I still believe that cartridge is the best medium for software development..."

technologies (Super NES), I still have to admit that we have to pay our attention during a game's development in order for the game to run on the system. When N64 was introduced I think I said a similar thing, but now it is easier for us to make a game on Dolphin compared to when we were first beginning on N64.

Let's say we're going to try some new experiment based on the hardware... with the N64 we had to

EGM: What kind of limitations are you talking about with the N64?
SM: You see a lot of 3D fighting games on other platforms because it is one of the easiest ways to make use of the hardware's function. More specifically, if it's a fighting game you have only two characters to put into RAM, and that's relatively easy so that's why there are too many fighting games on those platforms. In the case of Smash Brothers you see up to four players on the screen simultaneously, but at the same time, the character models are much simpler than the ones in games with only two players. That's the kind of limitation I am talking about.

But if you are a creator and you are told, 'If you like, we can make it five or 10 players

without any problem.' That's what the situation is with Dolphin. Dolphin can do that, N64 cannot do that. Your energy can then be concentrated not on how to increase the number of game characters, but how you are going to make use of these five or 10 more characters on the screen. Having said that, it may put you as a creator into another problem, because now you can use as many players as you want and you've got to sort them out in your own mind so that you can manage to control that in the end.

EGM: How is development progressing on Super Mario for Dolphin?
SM: I've been told not to say anything about that.

EGM: So that's confirmed then?
SM: At least I am working on it...I am the kind of designer who starts with an experiment. In the case of Wave Race, I started from the experiment of making waves. If Mario is surfing on the wave, it's going to be a Mario game, if it's Link, then it will be a Zelda game. That's how I decide what game to make.

EGM: How does the Dolphin's use of DVD affect the way you develop/create a game?
SM: I still believe that cartridge is the best medium for software development, so I have to tell you that I feel some inconvenience making games on DVD as the new medium for the new platform. But at the same time it's very important that the cost for the medium is going to be stabilized and it's good for our own teams because we don't have to take into consideration that the memory size will decide the cost of the software to the retailers. Now all we have to be mindful of is how much time and energy we are going to spend in the creation of new software. That is going to be reflected upon the final price at retail. Dolphin may follow the same concept of N64, which was originally called Project Reality. It will have much more functionality with advanced technologies, like AI. It is becoming much easier for us to install actual AI into the game characters because we are going to have a much more powerful CPU which should be enough to realize this concept. Rather than the calculation ability, it's the ability to simulate something real. That is going to be heightened or advanced. Until now, the freedom in making games has been expanded with the advent of new technologies in the game field. But we have not come far enough as to make something very free.

EGM: Competing systems all have very ambitious online gaming plans. Do you see the Internet as the future of Dolphin as well?
SM: There's got to be something Dolphin has with the Internet, because from now on we can't create entertainment without thinking about network communication. At the same time, we are an entertainment company so we have to take into consideration the cost associated with network games, and the ages of the users, who are actually going to make use of it. If we consider these two points right now, I have to tell you that there is not a big market right now for Dolphin to involve a significant Internet business. Nintendo, as an entertainment company, has a responsibility to parents and children so that the parents can always feel secure to provide their children with Nintendo machines, hardware and software. So because of that I don't think network capabilities will be the core of the Dolphin project.

www.nintendo.com





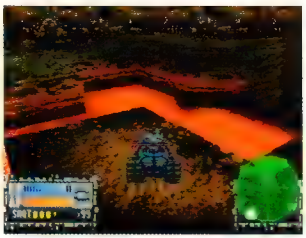
International News

Last-Minute Update From ECTS

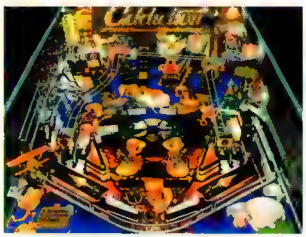
As we're going to press with this issue, the European Computer Trade Show (ECTS) is going on in London.

Making its debut in playable form at the show was Ridge Racer 64, which is actually based on the very first PlayStation Ridge Racer (but with better graphics, obviously).

PlayStation 2 was on everyone's minds as well, as several companies announced that they were developing or had specific titles in mind for the new Sony machine (see the first two pages of news for the full scoop). And, Dreamcast held strong as it prepares for its mid-October launch in Europe.







A 3D remake of Blaster Master (Top - Sunsoft/PS), UEFA Soccer (Bottom Left - Infogrames/DC) and Worms Pinball (Bottom Right - Infogrames/PS) debuted at ECTS.

International Tidbits

Sonic Team is announcing four new games in September. One of them is Sonic Adventure International, basically the U.S. version of Sonic Adventure but with Japanese as its default setting. The second of the four is Samba De Amigo, a music game where you play the maracas. YES!

Speaking of Sega, they've got a new first-person NAOMI shooter on test in Japanese arcades, called Outtriggers. Gameplay is similar to Quake, only in smaller arenas so you're always near an opponent. It will make its first official appearance at JAMMA.



Sony Computer Entertainment Inc. has announced it's working on a new four-CD PlayStation RPG called Legend of Dragoon. The game's currently lined up for a December release in Japan.

Nintendo will begin a version of its Nintendo Power convenience store game distribution service on Nov. 1 in Japan. Twenty-one titles will be available day one, including Super Mario Bros. DX, which hasn't been released as a stand-alone game in Japan yet.

Dragon Quest III will head to Game Boy next year, according to Enix president Yasuhiro Fukushima. Dragon Quest VII hits PlayStation this year, but for the moment, Enix denies that they're working on a DQ game for PlayStation 2, yet are they working on six PS2 projects.

On the Dreamcast front, Treasure's N64 shooter Bangaioh (very cool game, btw) is headed to Dreamcast in December. Let's hope someone picks this up for a U.S. release. Capcom's got more DC projects, too, with Street Fighter III Double Impact (a combination of SFIII and SFIII: 2nd Impact).

IMPORT CALENDAR

Dragon Quest I&II



Import Pick of the Month: Dragon Quest I&II, a collection for the first two Famicom Dragon Quest games on GBC.

PlayStation

9/22 Biohazard 3: Last Escape, Capcom (Adventure)
9/30 Derby Stallion 99, Ascii (Misc.)
10/7 Zill O'll, Koei (RPG)
10/7 Psychic Force 2, Taito (Fighting)
10/14 Robbit Mon Jya, SCEI (Action)
10/21 Magical Drop F, Taito (Puzzle)
10/28 Koudelka, SNK (Adventure)
10/28 Baroque, Sting (RPG)
Oct. Rockman 4: New Ambition!!, Capcom (Action)
11/25 Valkyrie Profile, Enix (RPG)
11/25 Tokimeki Memorial 2, Konami (Sim)
Nov. Marvel Vs. Capcom: Clash of Super Heroes EX Edition, Capcom (Fighting)

Dreamcast

9/23 Espion-age-nts, NEC Home Electronics (Action)
10/14 Sonic Adventure International, Sega (Action)
10/28 Shenmue Chapter I: Yokosuka, Sega (FREE)
10/28 Zombie Revenge, Sega (Action)
Nov. Maken X, Atlus (Action)

Game Boy Color

9/23 Game Boy Dragon Quest I&II, Enix (RPG)
10/22 Qix Adventure, Taito (Action/Puzzle)
11/21 Pocket Monsters Gold, Nintendo (RPG)
11/21 Pocket Monsters Silver, Nintendo (RPG)
11/25 Beatmania GB2 Culture Mix, Konami (Misc.)

*Schedule subject to change without notice. Consult your local import game store for the latest release information.



Dave underestimated the party guests' hatred of charades.



Don't let this happen to you. With the new YOU DON'T KNOW JACK®, your PlayStation® game console may just be a life saver. Not to mention, one of the greatest party games ever invented. (Nude twister comes in a close second.)

One, two or three players at a time get scorched by JACK's sarcastic game show host. You and your friends wrestle over more than 1,400 seriously bent trivia questions on two CD's, while the rest of the party cat-calls, taunts and fights over who gets the controller next. So next time you throw a party, get YOU DON'T KNOW JACK and nobody gets hurt.

If only he'd suggested YOU DON'T KNOW JACK.

SIERRA attractions

BERKELEY SYSTEMS

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PlayStation®

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ESRB

TEEN

Comic Mischief, Strong Language, Suggestive Themes

For information on the product's rating, please call 1 800 771 3772



Q-Mann

Quartermann - Video Game Gossip & Speculation

The Q's spies have all just gone out and bought Dreamcasts with copies of Soul Calibur and a pair of fighting sticks...we strongly recommend that you do the same, if only to prevent a nasty rumor from coming to fruition. It's nearly all next-generation system news this month... and with the Q's spies jetting off to Japan and Europe in the coming months we expect to be able to bring you all sorts of juicy rumors between now and the turn of the century.

RUMOR There are currently all kinds of stories circulating about the follow-up to Metal Gear Solid, with the most specific originating in the U.K. Stories of the new game being set in Peru are running rife along with details of its confirmed status as a PS2 title.
TRUTH The Q's spies have been looking into this since the first game came out, and from what we've learned it would seem that the next Metal Gear is a long way off. Don't expect to see this under the name Metal Gear Solid 2 though. It'll almost certainly have the Metal Gear prefix, but no final title is confirmed yet. Current estimates for a release put it at some time in late 2001 (maybe even later here) and indeed have it slated as a PlayStation 2 title. As far as the story goes, it seems apparent from our probings that things will pick up a few years after MGS. Snake will be forced out of retirement to continue his pursuit of Ocelot and this will lead to his eventual discovery that the president is in on the whole conspiracy (as revealed at the very end of MGS). Expect a massive budget game with all of the frills of a major production. PS2 games are estimated to weigh in with a minimum development cost of $5 million...expect the Metal Gear sequel to be budgeted at a considerably higher cost than that.

RUMOR The Command & Conquer series is drawing to a close, but the next installment will be designed with PlayStation 2 in mind.
TRUTH This isn't strictly true. Yes, the final 'real' installment of the Command & Conquer series, C&C Tiberian Twilight, is in development right now, and is far enough ahead that it's out of its 'design' cycle. It won't however be coming to any consoles. The rumored PS2 title is a first-person perspective shooter set in the C&C universe titled Command & Conquer Renegade. Nicknamed 'Up Close and Personal' by the development team, Renegade looks set to be a Quake-like blaster that makes use of all the weaponry and heavy artillery that is familiar to C&C fans. Expect some amazing-looking graphics (apparently it makes Quake III look outdated) that make use of all the fancy effects the PS2 is capable of producing. EA and Westwood are confident that Renegade will be a U.S. and European launch title for the system, with a PC version preceding it by several months.



Command & Conquer Renegade

RUMOR Namco has canned all of its Dreamcast development.
TRUTH The Q's spies have been particularly concerned about this rumor as they've all got a special soft-spot in their hearts for the Dreamcast these days. The ugly rumors began when it transpired that Soul Calibur didn't perform as well as hoped in Japan. Although going straight in at number one in the charts, it fell the following week and is continuing to flag with each passing week. Despite anticipation that it will be a huge seller in the U.S. (and by the time you read this it surely will be already) Namco is still more focused on the Japanese market than the West. The result is that other projects have apparently been shut down. Hopefully this may change if the Dreamcast performs spectacularly well in the U.S. and Europe...so it's up to everyone reading this to make sure it's a success!

RUMOR Staying with Namco for a moment...we've heard a lot more rumors about the Tekken saga in the past month with rumors floating around about PlayStation 2 launch titles, the fate of Tekken Tag as a home game and the mythical Tekken 4.
TRUTH Our most reliable sources at the moment now seem to be indicating that a vastly enhanced version of Tekken Tag Tournament will actually be a Japanese PS2 launch game, not Tekken 4 as previously thought. This puts all the Dreamcast and even PlayStation rumors to rest that have been going around for the past couple of months. Expect something even more impressively updated than Soul Calibur was for Dreamcast. We've heard from reliable sources that the game makes use of the 3D CG models from the Tekken 3 intro movie as the actual in-game models. As for Tekken 4—it seems that this is also destined for PS2 (and an arcade system based on the same technology) and will almost certainly not be titled Tekken 4.

RUMOR Final Fantasy IX will make a move away from pre-rendered backdrops and will make use of a fully 3D environment.
TRUTH This one's been floating around for a while, and the Q-network can't find anyone who can back it up. The fact that FFIX is a PlayStation game (and not PS2) makes us think that Square will stick with tradition and do one last gorgeous-looking game before shifting to the new system. Expect more news on this one next month.

RUMOR The next 'big' RPG from Square after FFIX will be released on both PS2 and Dolphin.
TRUTH This is unlikely...but we do know that Square is currently looking at development for Dolphin, and will be making a triumphant return to the Nintendo format at some point in the next two or three years.

-"The Q"

JAPAN TOP 10

1	SD Gundam G Generation-0 Bandai	PS
2	Everybody's Golf 2 SCEI	PS
3	Jikkyu Powerful Pro Baseball '99 Konami	PS
4	Dokodemo Issyo SCEI	PS
5	Mario Golf GB Nintendo	GB
6	Yugioh Duel Monsters II Konami	GB
7	Medarot 2 (Kabuto Tawagata Version) Imagineer	GB
8	Soul Calibur Namco	DC
9	Mario Golf 64 Nintendo	N64
10	Dance Dance Revolution Konami	PS

Weekly Famitsu, week ending 8/22/99



NFL GameDay 2000 gives you 1,200 new plays and 200 new motion captured moves designed and performed by 45 NFL players. There's a Training Camp Mode to practice plays, and a GM Mode to manage your team over multiple seasons. We've even added a revolutionary telestrator along with Dick Enberg and Phil Simms commentary. Now everyday is game day.

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The Top 20 Best-Selling Games of July, 1999

1 - Driver



GT Interactive's action driving game Driver (fitting name, don't ya think?) tops our list this month. With a Dreamcast and N64 version still looming as possibilities, and a sequel almost assured, this won't be the last we hear of Reflections.

LAST MONTH	NEW
8.5 John D	8.5 Shoe
8.0 Shawn	8.5 Dean

2 - Pokémon Pinball



Take Gator's Revenge, insert the Pokémon characters, add a rumble-enhanced cartridge, and you've got **Nintendo**'s Pokémon Pinball. Lots of fun to play—you'll find yourself playing for hours to catch them all.

LAST MONTH	7
8.0 Review Crew	

3 - Pokémon (Blue Version)



It's Pokémon domination this month as **Nintendo**'s slew of new Pokégames take hold of four of the top five slots. But let's not forget the games that started it all, Blue and Red. Without them, none of those other games...

LAST MONTH	1
9.0 John R	8.0 Crispin
8.0 John D	9.0 Sushi

4 - Pokémon (Red Version)



...would have been possible. In classic Pokémon, you star as Ash, who wants to become the world's greatest Pokémon trainer. To do that he's got to catch 151 Pokémon and defeat all the Gym Trainers to collect badges.

LAST MONTH	2
9.0 John R	8.0 Crispin
8.0 John D	9.0 Sushi

5 - Pokémon Snap



Who would've thought that taking pictures of Pokémon in their natural habitat would be fun? Snap may seem boring, but it's lots of fun—at least while it lasts. **Nintendo** and HAL Laboratory score points for originality.

LAST MONTH	NEW
8.5 Chris	8.0 Che
8.5 Shawn	8.0 Crispin

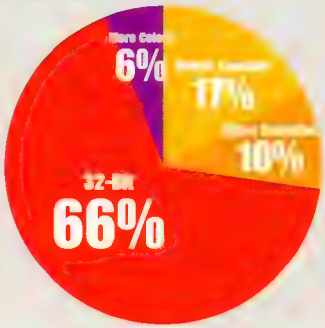
		LAST MONTH
6	Super Mario Bros. Deluxe, Nintendo	5
7	Super Smash Bros., Nintendo	4
8	Star Wars Episode One: Racer, Nintendo	3
9	Tarzan, SCEA	NEW
10	Rugrats Scavenger Hunt, THQ	NEW
11	Final Fantasy VII, SCEA	---
12	Disney's Tarzan, Activision	NEW
13	Triple Play 2000, Electronic Arts	12
14	WWF Warzone, Acclaim Entertainment	10
15	Need For Speed III, Electronic Arts	---
16	Rugrats The Movie, THQ	14
17	GoldenEye 007, Nintendo	18
18	Syphon Filter, 989 Studios	9
19	Mario Party, Nintendo	11
20	MLB 2000, 989 Studios	16

Source: NPD TRSTS Video Games Service. Call Mary Ann Porreca at (516) 625-2345 for questions regarding this list. Top 5 game descriptions written by the *EGM* staff.

VIDEOGAMES.COM POLL

Game Boy's Advancement

What feature are you most excited about on Game Boy Advance (see News)?



Source: Videogames.com main poll results for 9/8/99

THE CREATORS OF COMMAND & CONQUER™ ARE TURNING UP THE HEAT.



DUNE™ 2000

- Real-time strategy blended with blazing action
- Sharp, 3D terrain with true elevation
- Play three distinct sides across 30 missions
- Dozens of 3D-modeled units specific to each side
- Solo play, head-to-head, or skirmish versus the AI
- Pulsing cinematics and soundtrack

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Westwood
www.westwood.com

Compiled By Chris Johnston chris_johnston@zd.com

PRESS START

Coming Soon - November 1999

October

Game Boy Color

All Star Tennis '99 - Ubi Soft	Sports
Antz - Infogrames	Action
Azure Dreams - Konami	RPG
Ballistic - Infogrames	Action
Beauty & the Beast Board Game Adv. - Nintendo	Action
Classic Bubble Bobble - Metro3D	Puzzle
Ghosts N' Goblins - Capcom	Action
Godzilla: The Series - Crave Entertainment	Action
Harvest Moon - Crave Entertainment	RPG
Legend of the River King - Natsume	RPG
Mario Golf - Nintendo	Sports
Micro Machines V3 - THQ	Racing
Ms. Pac-Man - Namco	Misc.
NBA Live 2000 - THQ	Sports
NFL Blitz 2000 - Midway	Sports
NHL 2000 - THQ	Sports
Pokémon Yellow - Nintendo	Adventure
Rainbow Six - Southpeak Interactive	Action
Shadowman - Acclaim	Action
Tiger Woods 2000 - THQ	Sports
Toy Story 2 - THQ	Action

PlayStation

Army Men Sarge's Heroes - 3DO	Action
Ballistic - Infogrames	Action
Carmageddon 2 - Interplay	Action
Crash Team Racing - SCEA	Racing
Cyber Tiger Woods Golf - Electronic Arts	Sports
Dune 2000 - Westwood Studios	Strategy
Earthworm Jim - Rockstar	Action
Fatal Fury Wild Ambition - SNK	Fighting
FIFA 2000 - Electronic Arts	Sports
Final Fantasy Anthology - Square Electronic Arts	RPG
Grand Theft Auto 2 - Rockstar	Action
Grandia - SCEA	RPG
Jeff Gordon XS Racing - ASC Games	Racing
Jeremy McGrath 2000 - Acclaim	Racing
Lego Rock Raiders - Lego Media	Action
Metal Gear Solid VR Missions - Konami	Action
MTV Sports: Snowboarding - THQ	Sports
NBA Basketball 2000 - Fox Interactive	Sports
NBA Live 2000 - Electronic Arts	Sports
NBA Shoot-Out 2000 - 989 Studios	Sports
NHL FaceOff 2000 - 989 Studios	Sports
Official Formula One Racing - Eidos	Racing
Omega Boost - SCEA	Shooting
Pac-Man World 20th Anniversary - Namco	Action
Pong - Hasbro Interactive	Action
Rainbow Six - Red Storm	Action
RC Stunt Copter - Midway	Action
Scrabble - Hasbro Interactive	Misc.
Silhouette Mirage - Working Designs	Action
Supercross Series 2000 - Electronic Arts	Racing
Test Drive Off-Road 3 - Infogrames	Racing
Tiny Tank: Up Your Arsenal - SCEA	Action
TNN Motorsports Hardcore 2 - ASC Games	Racing
TOCA 2: Touring Car Challenge - Codemasters	Racing
Tony Hawk's Pro Skater - Activision	Racing
Trickin' Snow Boarder - Capcom	Racing
WCW Mayhem - Electronic Arts	Sports
WipeOut 3 - Psygnosis	Racing
Xena Warrior Princess - Electronic Arts	Action
X-Files - Fox Interactive	Adventure

Nintendo 64

Castlevania Special Edition - Konami	Action
Earthworm Jim 3D - Rockstar	Action
Jet Force Gemini - Nintendo	Action
Paperboy - Midway	Action
Rat Attack! - Mindscape	Action
Rayman 2 The Great Escape - Ubi Soft	Action
StarCraft - Nintendo	Strategy
WCW Mayhem - Electronic Arts	Sports

Dreamcast

Armada - Metro 3D	Action
King of Fighters '99 - SNK	Fighting
Marvel Vs. Capcom - Capcom	Fighting
NFL Quarterback Clue 2000 - Acclaim	Sports
Sega Bass Fishing - Sega	Sports
Sega Sports NBA 2000 - Sega	Sports
Soul Fighter - Mindscape	Action
Speed Devils - Ubi Soft	Racing
Suzuki Alstare Extreme Racing - Ubi Soft	Racing
Toy Commander - Sega	Action

November

Game Boy Color

Alice in Wonderland - Nintendo	Action
Bass Masters 2000 - THQ	Sports
Grand Theft Auto - Rockstar	Action
Magical Tetris Challenge - Capcom	Puzzle
Mickey Racing - Nintendo	Racing
Mission Impossible - Infogrames	Action
Mr. Nutz - Infogrames	Action
NBA Showtime - Midway	Sports
Rampage Universal Tour - Midway	Action
Ready 2 Rumble Boxing - Midway	Sports
Rugrats Time Machine - THQ	Action
Street Fighter Alpha - Capcom	Fighting
Test Drive Off-Road 3 - Infogrames	Racing
WCW Mayhem - Electronic Arts	Sports
WWF Wrestlemania 2000 - THQ	Sports

PlayStation

Army Men Air Attack - 3DO	Action
BoomBots - SouthPeak	Action
Cool Boarders 4 - 989 Studios	Sports
Crusaders of Might & Magic - 3DO	Action
Danger Girl - THQ	Action
Darkstone - Take 2	Action
Detanator Gauntlet - Working Designs	Strategy RPG
Die Hard Trilogy 2 - Fox Interactive	Action
Dukes of Hazzard: Racing for Home - SouthPeak	Racing
Fighting Force 2 - Eidos	Action
Formula One '99 - Psygnosis	Racing
Gauntlet Legends - Midway	Action
Jackie Chan's Stuntmaster - Midway	Action
Jeremy McGrath 2000 - Acclaim	Racing
Juggernaut - Jaleco	RPG
Knockout Kings 2000 - Electronic Arts	Sports
Konami Arcade Classics - Konami	Misc.
Konami Rally - Konami	Racing
Major League Soccer 2000 - Konami	Sports
Medal of Honor - Electronic Arts	Simulation
Missile Command - Hasbro Interactive	Action
Mission Impossible - Infogrames	Action
MTV Jams - Codemasters	Misc.
NBA Basketball 2000 - Fox Interactive	Sports
NBA ShootOut - 989 Sports	Sports
NBA Showtime - Midway	Sports
NCAA Final Four 2000 - 989 Studios	Sports
No Fear Downhill Mountain Biking - Codemasters	Racing
Q-Bert - Hasbro Interactive	Action
Rainbow Six - Red Storm	Action
Ready 2 Rumble Boxing - Midway	Sports
Resident Evil 3 Nemesis - Capcom	Action
Road Rash Unchained - Electronic Arts	Action
Shao Lin - THQ	Fighting
SuperCross Circuit - 989 Sports	Sports
Test Drive 6 - Infogrames	Racing
Thrasher Skate and Destroy - Rockstar	Sports
Tiger Woods/PGA Tour 2000 - Electronic Arts	Sports
TNN Motorsports Hardcore Heat 2 - ASC Games	Racing
Tomb Raider: The Last Revelation - Eidos	Action
Tomorrow Never Dies - Electronic Arts	Action
Toy Story 2 - Activision	Action
Twisted Metal 4 - 989 Studios	Action
Vandal Hearts 2 - Konami	RPG
Vegas Games 2000 - 3DO	Misc.
Vigilante 8: Second Offense - Activision	Action
Worms Armageddon - Hasbro Interactive	Action
Wu-Tang: Shaolin Style - Activision	Fighting

Nintendo 64

Bassmasters 2000 - THQ	Sports
Battletanx II: Global Assault - 3DO	Action
Brunswick Circuit Pro Bowling - THQ	Sports
Cyber Tiger Woods Golf - Electronic Arts	Sports
Destruction Derby - THQ	Racing
Donkey Kong 64 - Nintendo	Action
Kobe Bryant in NBA Courtside 2 - Nintendo	Sports
Knockout Kings - Electronic Arts	Sports
Looney Tunes: Space Race - Infogrames	Action
Major League Soccer - Konami	Sports
Monopoly 64 - Hasbro Interactive	Misc.
NBA Courtside 2: Featuring Kobe Bryant - Nintendo	Sports
NBA Live 2000 - Electronic Arts	Sports
NBA Showtime - Midway	Sports
Nuclear Strike - THQ	Action
Rainbow Six - Southpeak Interactive	Action
Ready 2 Rumble Boxing - Midway	Sports
Resident Evil 2 - Capcom	Action
Space Invaders - Activision	Action
Supercross - Electronic Arts	Racing
Toy Story 2 - Activision	Action
Turok: Rage Wars - Acclaim	Action
Vigilante 8: Second Offense - Activision	Action
WWF Wrestlemania 2000 - THQ	Sports
Xena Warrior Princess - Titus	Action

Dreamcast

Centipede - Hasbro Interactive	Action
Evolution: World of Sacred Device - Ubi Soft	RPG
Fighting Force 2 - Eidos	Action
NBA Showtime - Midway	Sports
Redline Racer - Ubi Soft	Racing
Shadow Man - Acclaim	Action
Slave Zero - Accolade	Action
Street Fighter Alpha 3 - Capcom	Fighting
Test Drive 6 - Infogrames	Racing
Vigilante 8: Second Offense - Activision	Action
Virtua Fighter 3tb - Sega	Fighting

December

Game Boy Color

Game & Watch Gallery 3 - Nintendo	Misc.
International Track & Field - Konami	Sports
Knockout Kings - Electronic Arts	Sports
Magical Tetris Challenge - Capcom	Puzzle
NBA Courtside 3 on 3 Challenge - Nintendo	Sports
Star Wars Ep. One: Racer - Nintendo	Racing

PlayStation

Detanator Gauntlet - Working Designs	RPG
ESPN NBA Tonight - Konami	Sports
ESPN Outdoors Bass Fishing - Konami	Sports
Gran Turismo 2 - SCEI	Racing
International Track and Field 2000 - Konami	Sports

Nintendo 64

Excitebike 64 - Nintendo	Racing
Harrier 2001 - Video System	Flying
Looney Tunes: Taz Express - Infogrames	Action
Perfect Dark - Nintendo	Action
Tony Hawk Pro Skater - Activision	Sports
Vigilante 8: Second Offense - Activision	Action

Dreamcast

F-1 World Grand Prix - Video System	Racing
Microsoft Combat Flight Simulator - Konami	Simulation
Rippin' Riders - Sega	Sports
Shenmue - Sega	Action/RPG
Toy Commander - Sega	Action
Worms Armageddon - Hasbro Interactive	Misc.

January

Game Boy Color

Dragon Warrior Monsters - Eidos	RPG

PlayStation

Indiana Jones and the Infernal Machine - LucasArts	Action
Panzer General Assault - Mindscape	Strategy
Tiger Woods & PGA Tour 2000 - Electronic Arts	Sports
Misadventures of Tron Bonne - Capcom	Action

Nintendo 64

Castlevania Special Edition - Konami	Action
NHL Blades of Steel 2000 - Konami	Sports
Tarzan - Activision	Action

Dreamcast

Castlevania - Konami	
Resident Evil: Code Veronica	Action
Sega Sports NHL 2000 - Sega	Sports



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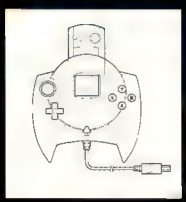
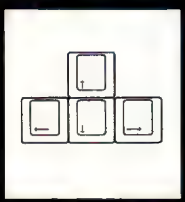
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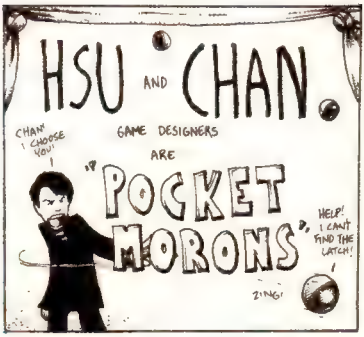

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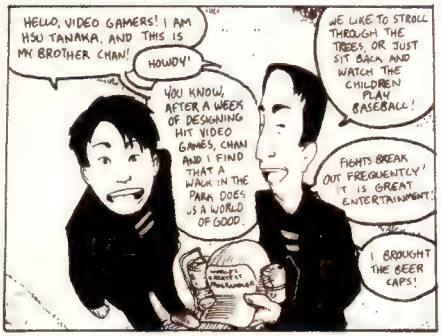
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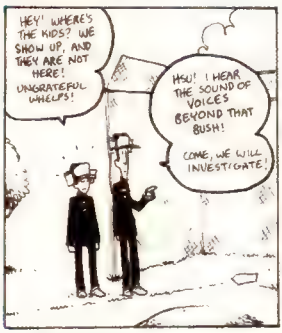


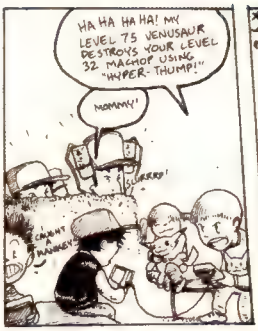
PRESS START

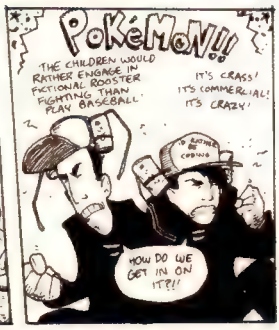
This is the first installment in a new series of comic strips that we will be running each month. Written and inked by Jeremy 'Norm' Scott of Evil Monkey Productions it deals with the escapades of Hsu and Chan Tanaka, two Japanese-American game designers.
If you want to check out more of Norm's work...it can be seen at **www.ape-law.com/users/evilmonkey**























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ARISE, WORLD! LOOK UPON THE FUTURE OF DIGITAL PET TECHNOLOGY. IT GIVES ME CHILLS!
NO, HSU! YOU MERELY FORGOT YOUR PANTS!
CHERNOBYL
DRAT. GIMME!
NOW AS CHERNOBYL'S TRAINERS IT IS OUR RESPONSIBILITY TO SEEK OUT VARIOUS WILD CREATURES FOR WHICH TO BEAT THE STUFFING OUT OF CHERNOBYL! BUT WHERE?
GRR!
HOP HOP HOP
AHA! A PIGEON! SURELY THERE IS NO MORE DEADLY A WILD CREATURE WITHIN RESIDENTIAL ZONING LIMITS!
CHIRP! CHIRP
CHERNOBYL! SIC!
ARR! GRR!
PIGEON L12
HP
CHERNOBYL L50
CHAN! GO, CHERNOBYL! USE GAMMA ATTACK! SHOW HIM WHAT FOR!
GRUNT.
CONCENTRATED RADIATION BEAM!
SQUAWK
SIZZLE!
GREAT GOOSES! IT DODGED!
PIGEON CERTAINLY LOOKS ANGRY! I BELIEVE HE IS TRYING TO PERFORM A SPECIAL ATTACK!
GRRR..
MOTHER OF PEARL! PIGEON USED:
POOP ATTACK!
THE WINDSHIELD! NO!!!
YOU FIEND! CHERNOBYL! SHOW NO MERCY!
CHERNOBYL!
WHABOOM!
CHERNOBYL!
I BELIEVE THAT COUNTS AS A "FAINT."
HSU! SOMETHING IS HAPPENING TO CHERNOBYL! HE HAS TAKEN ON A WHITISH GLOW..
HE HAS GONE CRITICAL!! IT'S CHIPMUNK MELTDOWN! QUICK, TO THE BACKYARD BUNKER! SAVE THE SUPER FAMICOM!
WAIT, NO, HE IS MERELY EVOLVING! HE IS MOVING TO HIS NEXT FORM! HE IS BECOMING...
..A TINY, FAT, NAKED, FLYING IRS AGENT.
MR. STEPHENSON
I FEAR THAT WE HAVE LOST SOME OF OUR MARKETABILITY.
FEH! LET NINTENDO HAVE THEIR POCKET MONSTERS! WE WILL FIND OUR OWN CHEAP, RELIABLE SOURCE OF CUTENESS! COME, CHAN! WE'VE WORK TO DO!
EEP! OUR BATTLE HAS ATTRACTED A LAW-ENFORCEMENT OFFICER! GO, MR. STEPHENSON! USE 'AUDIT'!
GRR!
THE END!

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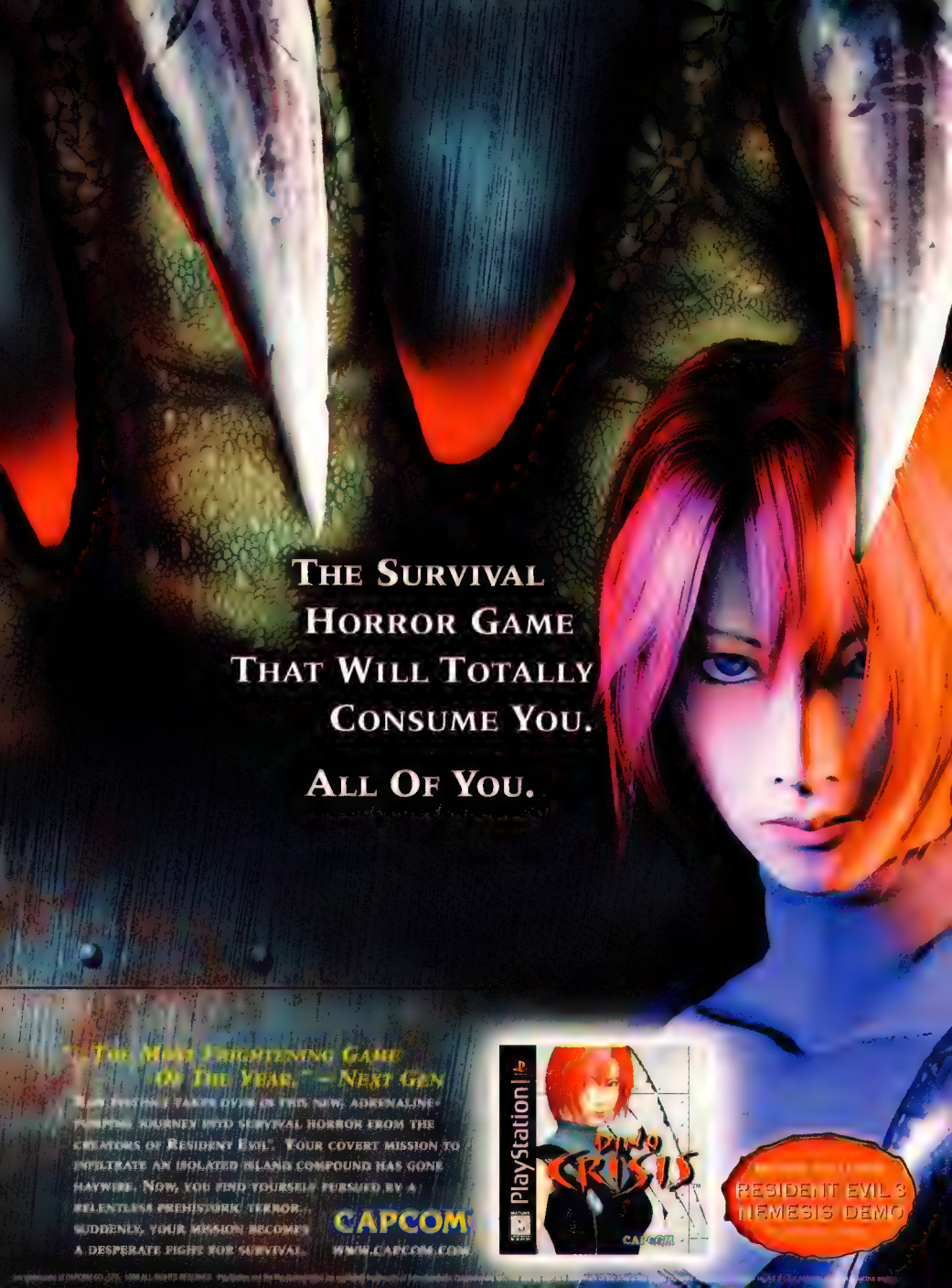
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This Month in Previews



Thank God for Space World. If it weren't for this show, we'd have lost all faith in Nintendo. We all know that Rare's going to put out some kick-ass games this winter season (Perfect Dark can't come soon enough...the editors here are already dropping trash-talk bits here and there, thinking they're going to be the office Perfect Dark deathmatch champ, not realizing *EGM*'s stunning previews editor will blow them all away). But what about Nintendo? After a brief trip to the land of the rising sun, we came back happy and reassured. The Big N has shown the world once again why it's the best game developer in the biz.

In this month's previews, we put the sights on the latest wave of franchise updates from Nintendo (do they do any other kind of games today?). Check out Super Mario RPG 2 (which will make it out over here as Super Mario Adventure), Kirby's Dreamland 64, Excitebike 64 (whose transition into the 3D world is unsettling for us...we'd rather this be a pretty 2D update of the original), Zelda Gaiden and more (including Mini Racers, which we'd love to believe is a true sequel to R.C. Pro Am...but it's not). Now...there's just one more Nintendo franchise that we absolutely must see if we are to die happy people....Will someone give us a freakin' new Metroid game for crying out loud???

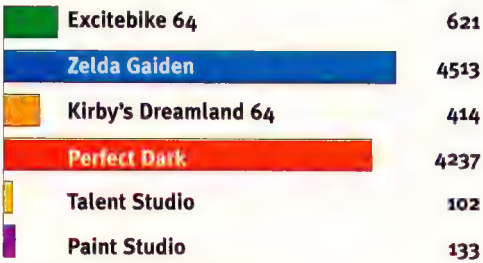
Oh, and check out our update on Sega's Shenmue for Dreamcast. It is unfreakin' believable.

TOP 5 Preview Picks

1. Shenmue	Dreamcast, Q1 2000
2. The Legend of Zelda Gaiden	Nintendo 64, March 2000 (Jpn)
3. Crisis Zone	Arcade, October 1999
4. Zelda: Fruit of the Mysterious Tree	GB Color, December 1999 (Jpn)
5. Mario Party 2	Nintendo 64, Dec. 2000 (Jpn)

Which of the Nintendo Space World games looks the best to you?

source: videogames.com online poll



44 The number of motion-capture animations each monster has for particular actions.

Soul Fighter

PUBLISHER	Mindscape
DEVELOPER	Toka
PLAYERS	1
GENRE	Action
% COMPLETE	85%
RELEASE	October 1999
LINK	None
WEB	www.mindscape.com

THE GOOD Classic, arcade-style beat-'em-up action with pretty graphics.

THE BAD Characters run too slowly, and where's the multiplayer?

THE UGLY The massive, and we mean massive, slowdown in some of the later levels.



Upon receiving certain projectile items, you can switch over to first-person view to get a lock on your enemy.



You'll frequently find yourself the center of attention, as the monsters like to gang up on you. Even the odds with your weapon.

Drawing early comparisons to the classics Golden Axe and Final Fight, Toka's Soul Fighter is one of the more anticipated post-launch Dreamcast titles. A game that can be described as a medieval Streets of Rage (in 3D, of course), Soul Fighter takes you into the world of Gomar, where a mysterious mist is turning the locals into half-men/half-beasts. Like any self-respecting half-man/half-beast would be, they are vicious monsters bent on destroying anything and everything. Enter the three heroes, Orion, Sayomi, and Altus, who must destroy the monsters and recover their human souls in order to set things straight.

Gomar is divided into six different worlds, with each world having 10 sublevels. In order to progress through the levels, all enemies must be defeated and their souls collected. The medieval locales include courtyards outside of a castle, the inside of a cathedral, and deep in the recesses of a dungeon. The three characters each has his/her own different weapon and fighting style, and are able to perform power-combos and super-combos if they have collected enough magic. More than 40 different monsters exist, programmed with some intelligent AI—they'll attack in groups, call reinforcements, and block many of your combo attacks.

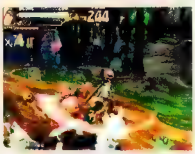


At this point, Soul Fighter is shaping up to be a quality title. The "arcadey" graphics are relatively smooth, except for a few problem spots with massive slowdown. However, there is one major hurdle. For whatever reason, Toka has decided to make Soul Fighter a single player-only title. While it still has the prospect of being a quality one-player game, the lack of any kind of multiplayer mode could have a serious negative impact on the replay value. Who wouldn't love some cooperative beat-'em-up action? Since the game is far along in the development process, things are unlikely to change—perhaps we'll see it in a sequel.

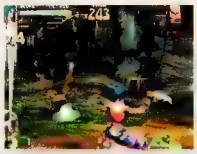
While not quite the "soul" of the Dreamcast (another game holds that title), Soul Fighter looks like it could be a worthy addition to the Dreamcast library. Now how about a DC Streets of Rage?

WEAPONS

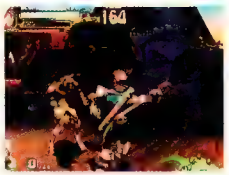
Tools of the Trade







Each of the three warriors has his/her own special weapon. Orion has a magic staff, Altus wields a sword, and Sayomi uses a pair of knives.



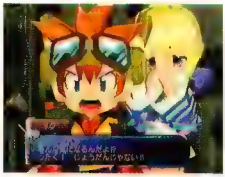
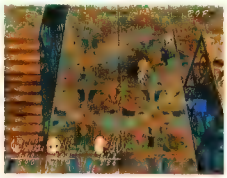
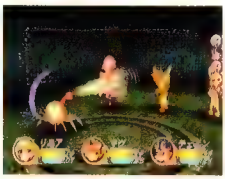
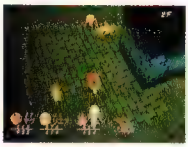
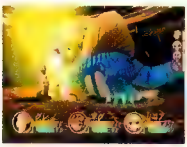




PREVIEW

Evolution:
The World of Sacred Device

Ubi Soft
Sega/ESP/Sting
1
RPG
80%
November 1999
None
www.ubisoft.com
Gorgeous graphics, well-designed battle system.
Light on gameplay—most will finish in under 20 hours.
What kind of a girl's name is "Pepper Box," anyway?

A majority of Evolution's gameplay takes place inside the game's massive randomly generated dungeons. There are plenty of traps that can impede your progress, but fortunately, you can save after each floor, which decreases the frustration factor big-time. The auto-mapping feature helps out a bunch, too. Fans of the classic dungeon dweller Rogue will no doubt be pleased.

Now that Sega's Climax Landers has been delayed until February, Dreamcast RPG fans are going to have to look elsewhere for that "next-generation" RPG experience this holiday season. Fortunately, there's a pretty solid alternative in the form of Sting's Evolution: The World of Sacred Device, which is coming to the U.S. courtesy of Ubi Soft.

In Evolution, you play as Mag Launcher, an enigmatic young treasure hunter with a cybernetic frame (known as a "CyFrame") strapped to his back. Mag's goal is to scour the dungeons of Northrop in search of valuable treasures, which can then be traded in for cash at the mysterious "Society," an organization dedicated to excavating ruins. He can be joined by up to two (of a possible four) companions, who help him out on his journey.

The first thing you'll notice when you pop in Evolution is its incredible graphics. The Dreamcast handles the game's beautiful 3D world with ease, providing visual splendor that, while not quite as artistically satisfying, puts Final Fantasy VIII's otherwise amazing aesthetics to shame. Everything moves quickly and fluidly, even when manipulating the camera (which can be rotated 360° at any time). But despite the fact that the game is overflowing with eye-candy, it's not Evolution's best asset. Rather, that would be the game's well thought-out battle system, which should keep fans of battle-heavy RPGs rather pleased for the 20 or so hours it'll take to finish Evolution.

Since over 90 percent of those 20 or so hours are spent exploring the game's massive randomly generated dungeons (yes, all the dungeons in Evolution are random), it was rather important that the developers incorporate a battle system that's not only user-friendly, but innovative and fun as well. They did. First of all, since you can see enemies in the dungeons, you can try to avoid fights if you wish. If not, you can actually give yourself an advantage by approaching an on-screen enemy from behind (giving you a slight head start in battle). Of course the opposite is true as well, so it's important not to get ambushed. Once in battle, the turn-based action is relatively straightforward, though the tactical elements (which are ever so important in an RPG) are in full force. The best of these elements is the nifty meter to the right that shows the order in which people—companions or enemies—are going to attack. This is a great feature, as it basically forces you to plan and prioritize your attacks with care. Of course the amazing graphics and spell effects don't hurt, either...

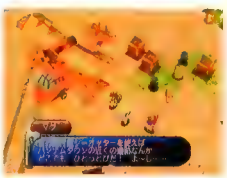
If there's one thing that's holding Evolution back, it's that it's pretty short. Still, it's a lot of fun to play, and fans of RPGs will no doubt enjoy the game's quirky characters and fun battles. Let's just hope Ubi does a good job with the U.S. localization...

Evolution 2



While we're getting ready for the U.S. version of Evolution, Japan is already gearing up for the sequel.

Evolution 2, which was recently announced in Japan, will have several new features. In addition to the random dungeons of the first game, there will be new "Scenario" dungeons as well (with fixed layouts). Weather and time elements will factor into gameplay this time, and there'll be a new escape feature to run away from battles. Also, the CyFrame will be usable outside of battles, which means there'll be more puzzle elements for sure. Stay tuned to *EGM* for more details on this one soon!





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THROW UPPERCUTS

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RP


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AND YOU'RE A CASUALTY.
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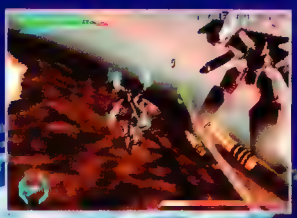
PlayStation

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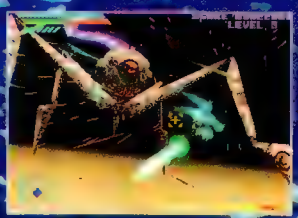
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While the engineers at NASA might have been shortsighted, ours were not. They've put together a gravity-defying, medulla-blowing shooting game with a full 360 degrees of free-range motion. Translation: Now you have the ability, and the sophisticated weaponry, to annihilate alien warships with frightening speed and accuracy. All of which beats the hell out of adjusting some wing nut on the MIR Space Station. **Omega Boost, from the creators of Gran Turismo.**







PREVIEW



DID YOU KNOW?

...that G.I. Joe is 35 years old this year? Born in 1964, the military-themed toys have been a childhood favorite for well over three decades. Now you know, and knowing is half the battle. Yo Joe!

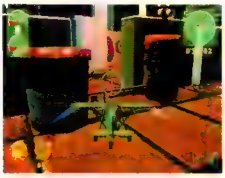
Toy Commander

Sega
No Cliché
1-4
Action
60%
October 1999
None
www.sega.com

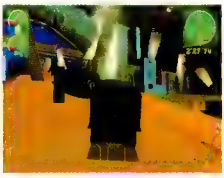
Being able to relive favorite childhood memories.

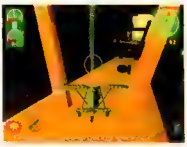
The control can be frustrating at times.

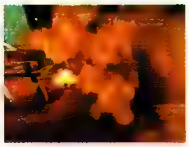
Not much. The game runs at a smooth 60 fps.









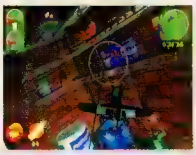


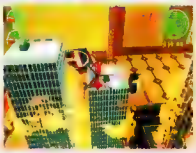
Many of the missions in Toy Commander require the use of multiple vehicles. The above sequence shows a plane and a truck teaming up in order to stop an incoming enemy convoy. First, the plane takes out the barrier of the base, allowing the truck to enter and retrieve the bomb. After setting the bomb down on the bridge, the truck takes cover while the plane swoops in for the kill.

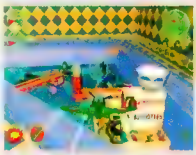
TOP GUN

Air Force

Some scenes of various aerial missions in the game.









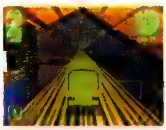
Ah, to be a kid again. Making forts in your living room, getting up early to watch Saturday morning cartoons, and of course, playing with toys. Who doesn't have fond memories of playing with Transformers, G.I. Joe or the plastic army men? French developer No Cliché remembers the good ol' days too, and they're teaming up with Sega to bring us Toy Commander, a fully 3D world where toys come alive. Sort of an interactive Toy Story, Toy Commander features a variety of well-known staples in any child's toybox. The gameplay is mission-based, usually consisting of a target that needs to be destroyed or an allied force that needs to be protected. There are some training and racing levels mixed in as well, and No Cliché promises at least 50 hours of gameplay in all.

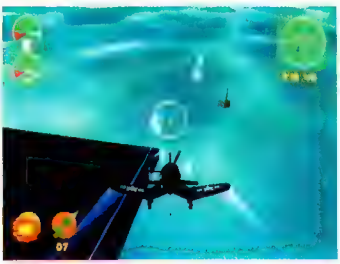
The action takes place in eight different parts of the typical house, such as the kitchen, children's bedroom and the garage. Each of these locations features an astounding level of detail, complete with items that you can interact with and actually use to your advantage. For example, one mission has you trying to free your captured helicopter using only a transport truck and five soldiers. However, the ramp up to the next level is defended by a bazooka sentry and a missile turret. In order to advance up the ramp, you need to give your soldiers enough time to destroy the gate, but with Johnny Bazooka raining death and destruction from above, you're going to have to find some kind of shield. A stray basketball, pushed in the line of fire, should do nicely. You could go for the full-assault approach, but your men (if they survive) wouldn't think too highly of their commanding officer. There are a few other cases of interactivity like running faucets and active light switches that really give Toy Commander an immersive feel.

Along with the level of interaction, the crisp and colorful graphics add to the immersion factor. Graphically, Toy Commander is splendid. For the most part, the game runs at a nice and smooth 60 frames per second (and you gotta love the Dreamcast high-res). There is some slowdown that occurs when multiple moving targets are on screen at once, but it's not unbearable. There are a few problems with the collision detection as well as the camera, but at only 60 percent complete, there's enough time to make necessary fixes. The multiplayer modes are deathmatch, capture-the-flag, or "cat-and-mouse" for up to four players, and take place in the areas of the house that have been unlocked.

Toy Commander will be available this October, so for now, you'll have to be content with your Legos. Just be sure to clean up after you're done.







Insert your favorite quote from *Das Boot*, *The Hunt For Red October* or *Crimson Tide* here.

PREPARE.



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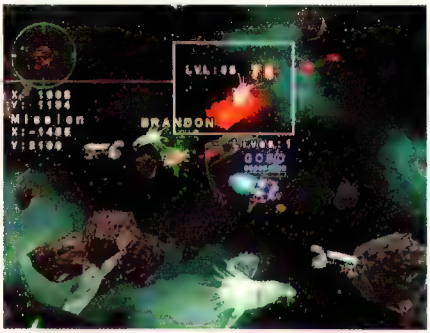
Armada

ARMADA WHO?

In 1588, King Philip II sent his massive Spanish Armada to take over England? The Armada lost the battle, thanks to bad weather.

DEVELOPER	Metro3D
PUBLISHER	Metro3D
PLAYERS	1-4
GENRE	Action/RPG
% COMPLETE	90%
RELEASE	November 1999
FORMAT	GBC
WEB	www.metro3D.com
BOTTOM LINE	Dreamcast's first four-player action RPG.
PROS	Asteroids, anyone?
CONS	The biomechanical menace that is the "Armada."

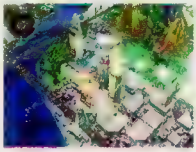




Alien ships you encounter throughout Armada all have individual levels and hit points which dwindle as you shoot them. Kind of like an RPG, huh?

MULTIPLAYER

Four's Company



One of the biggest selling points about Armada is that it allows four players to fight and explore the universe simultaneously. Metro3D has seized this opportunity to take advantage of gameplay options a four-player mode provides. For instance, when playing with newbies, you can help them acquire items, and access levels normally not accessible to rookies of the game. This helps to balance out multiplayer, as each person will progress at his/her own pace during single-player games. Players can also use the VMU to swap items with other players. Unfortunately, Armada is not Internet capable. Maybe Armada 2?

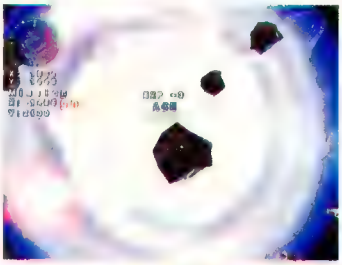
There hasn't been a four-player RPG for nearly 10 years. Not since Hudson's Dungeon Explorer (which was five players) for the Turbografx-16 has there been a full-blown RPG that allowed more than three-player simultaneous—until now. Developers Metro3D are putting the final touches on their debut Dreamcast title Armada, with an expected release shortly after the system's launch. After getting some hands-on play at Sega's Gamer's Day, we can safely conclude that this game is definitely one of the most original action RPGs we've seen yet.

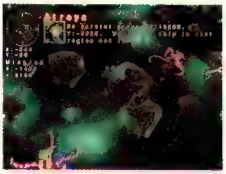
Sometime in the not-so-near future, mankind is threatened by a mysterious race of aliens known only as the Armada. This single-minded biomechanical entity infects the databanks of starships and has the ability to replicate itself in order to survive. Little is known about its motives for transgression except that it must be stopped at all costs. As the captain of a large starship capable of intergalactic warfare, your job is to protect civilization from being overrun by this ominous force.

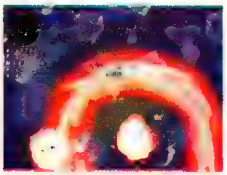
The bulk of Armada's gameplay takes place in a top-down perspective of your (and your companions') starship(s). Conversations with NPCs all take place on screen so there are never any pop-up dialogue boxes to obstruct the view or stutter the action. Combat in Armada is a throwback to classic gameplay mechanics such as Asteroids, Space Duel or Subspace. With this straightforward arcade persona, Armada will hopefully score points with action and RPG fans alike.

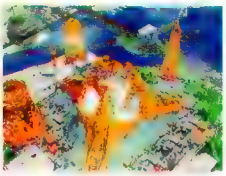
The biggest question about Armada is how it will play out as a RPG. From what we've seen so far, all of the ingredients are there: story line, a true experience points system, random encounters, intelligent enemy and friendly AI, exploration, and a cache of goodies to upgrade your ship. Alien enemies even have hit points which pop off as you send 'em back to where they came from.

With plenty of action and a solid multiplayer experience, it will be interesting to see how Armada is received by gamers when it hits shelves in November.









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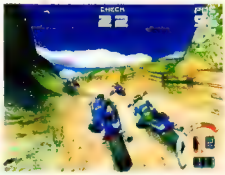
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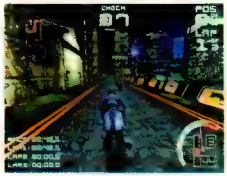
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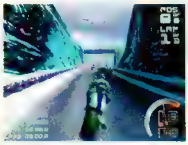
PREVIEW

Suzuki Alstare Extreme Racing

	Ubi Soft
	Criterion Studios
	1-2
	Racing
	75%
	October 1999
	PC (Redline Racer)
	www.ubisoft.com
	Smooth frame-rate.
	To some degree, the bikes seem to ride on rails.
	Superbikes on sand.







Formerly known as Redline Racer (in Japan), the American release is beefed up with four additional tracks, the GSX-R600 and -R750, Reverse Mode and real riders. Don't let the realistic stuff fool you though, this game is arcade to the bone. Just the same, check out the scenic backgrounds and fancy lighting effects.

There's a good chance cycle fans will buy Suzuki Alstare (pronounced ol-stär-ay) out of simple curiosity, seeing as how it's the first game of its kind for the DC.

What are they in for? It's not a serious sim—Alstare is pure arcade right down to its sandy beach tracks and tron-like bikes. While it does contain a couple real bikes (Suzuki GSX R600, R750) they're not exactly the main draw. A silky-smooth frame-rate (60 fps) and high graphic detail take that honor.

Not since Moto-Racer have we seen such speed in a motorcycle racing game. The cool part is, the backgrounds keep up with minimal draw-in. It's exciting to see that kind of detail moving so fluidly.

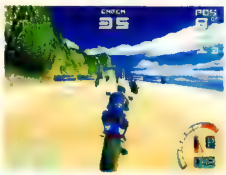
Most of the 12 tracks are speed-friendly and fortified with lots of sweeping curves and rolling hills, not unlike those found in Moto-Racer 2. A few non-traditional courses feature dirt roads, beaches and even snow. The decision to include these rally-type offerings in a motorcycle game is a bit weird. But you must remember, Suzuki Alstare Extreme Racing is all about the arcade experience not to mention "extreme." (said sarcastically.)

The gameplay is very forgiving. Smackin' other bikes during a race won't cause a wreck. More than likely the rebound will shoot you halfway up an embankment...then you'll wreck. Hitting the pavement is quite an interesting spectacle (see sidebar). At the point of impact the camera stops moving but the rider doesn't. Depending on the severity of the crash, he'll do a quick roll or launch into the hemisphere. It's an entertaining way to show a wreck.

For the most part, the controls are simple—ease off the gas in the turns or tap the brake to slow down. That's about the extent of it. The tricky part is keeping the bike in a good racing line. Oversteering results in the typical side-to-side stuff that eventually results in a mishap. Just the same, it'd be nice if the bikes were more responsive, they feel a bit stiff, especially for the twisty stuff. Hopefully that can be fixed before final product.

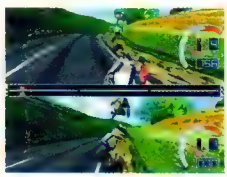
Thankfully two-player is operational and moves along just as well as single-player. Unfortunately no plans for Internet play have been announced. That's too bad—this would be a great game to use it.

As a simply arcade racer with loads of graphic appeal, Suzuki Alstare is right on track.



Superbikes on the sand? I don't think so... some of the tracks are better suited for motocross bikes than these beasts.

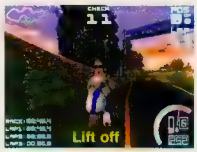




WRECK SEQUENCE

Wipeout

See how far you can launch your rider.









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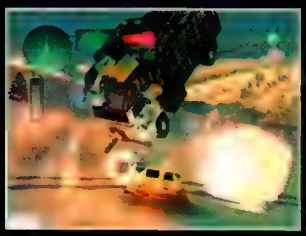


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Zombie Revenge

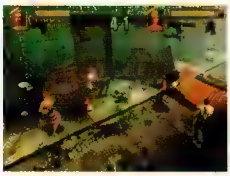
Imagine the Mod Squad as a zombie-infested gorefest; or a Resident Evil arcade game; or Dynamite Cop meets House of The Dead—that's pretty much a good way to sum up **Sega's** Zombie Revenge. Up to two players can select one of three characters to tear the undead limb from limb. There are a large variety of combos to use against your foes and typical of these Streets of Rage clones, each character also has a number of exclusive moves. While hand-to-hand combat is a necessity, Zombie Revenge is constantly leaving guns for you to use at your leisure. Pistols, shotguns, machine guns and grenades are only a few of the toys in your arsenal. The graphics in Zombie Revenge far surpass other games of the same genre (Dynamite Cop 2, for instance). Details such as zombie dismemberment, and a boss with pipes and shards of glass sticking out of its body, add to the overall camp aesthetic of Zombie Revenge. Originally released as a Naomi title for arcades, Zombie Revenge will be out in Japan this October with a release stateside in **Q1 2000**.











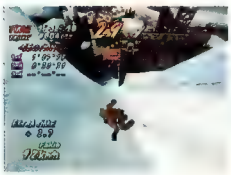


Rippin' Riders

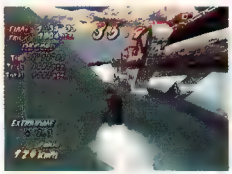
Rippin' Riders (known as Cool Boarders Burrrn! in Japan) is done by **UEP Systems**, the creator of the snowboard video game. RR combines tricks, slalom, half-pipe and two-player action with a smokin' 60 fps to produce the fastest slider in town. The game sports several tracks fortified with shortcuts, breakable objects and strange things (sheep) to avoid. **Sega** is releasing Rippin' Riders this **winter**.









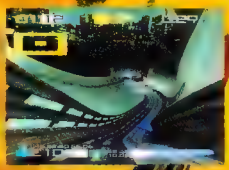




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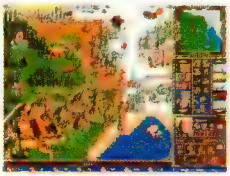
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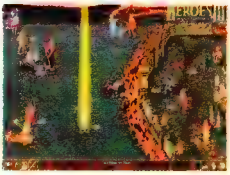
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4 million The number of games sold worldwide from the Might and Magic universe.

Heroes of Might and Magic III







The critically acclaimed Heroes of Might and Magic series' best chapter is coming to the DC late in **2000**, thanks to **Ubi Soft**.

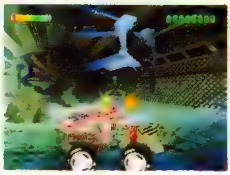
This turn-based strategy game has players building castles that contain structures which provide income, spells, artifacts and most important, monsters for armies. Players then venture out to capture resource-generating locales, and of course, to fight others trying to do the same. Battles take place on hex-maps, with players needing to take advantage of their monsters' special skills (like Vampires' ability to drain life force from enemy units, or Unicorns being able to blind other troops).

It is unknown at this point whether Ubi Soft will include online play or the Armageddon's Blade expansion pack.

Red Dog





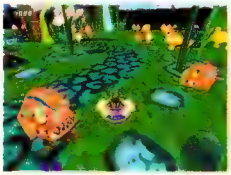


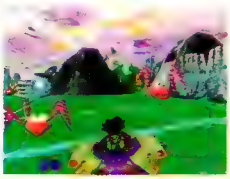
Sega's Red Dog puts you in the cockpit of an armored vehicle not unlike the one from Sunsoft's old NES game, Blaster Master. But instead of shooting bugs and other silly monsters, you'll be taking out all kinds of military forces from a third-person viewpoint.

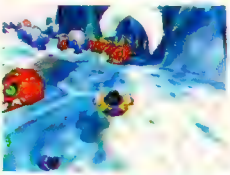
The game's shooting and targeting is handled a bit like Sega's Panzer Dragoon series. Your target can be moved around at will. Pounding the fire button will result in lots of small blasts, while holding it down will let you lock-on to your enemies with missiles. Hitting both trigger buttons will swing your vehicle sideways, letting you strafe left and right to avoid enemy fire while still delivering damage.

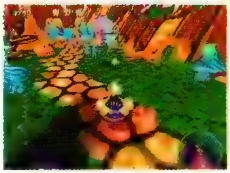
We'll have more on this **Argonaut**-developed title (which has been delayed until early **next year**) later.

Centipede





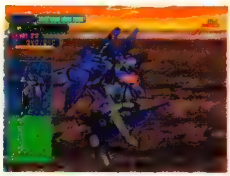


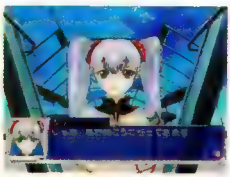


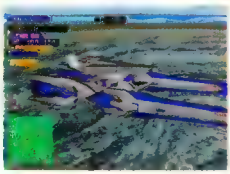


Hasbro Interactive promises the Dreamcast conversion of Centipede will address a lot of concerns critics have over the poorly received PS version. This GD-ROM is due out in **November**.

Nadesico The Mission









Based on the wildly popular Martian Successor Nadesico anime series, Nadesico The Mission is an interesting hybrid of mainstream genres in Japan. Half of the game takes place in "adventure" mode where you must interact and converse with characters from the Nadesico series in order to advance. The meatier combat half of the game is a 3D turn-based strategy sim. Nadesico, from **ESP** Software is out **now**.

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Shenmue

Sega recently gave out free Shenmue demo GD-ROMs with the purchase of any Dreamcast game in Japan. *EGM* got ahold of one for a hands-on look at Yu Suzuki's most ambitious game ever. On the disc, characters describe in detail the four main aspects of Shenmue's gameplay system. The detail in these real-time face demos is absolutely stunning (see *EGM* #122). The high number of polygons on each face allow the characters to express subtleties unlike anything we've ever seen. The second and more significant part of the demo involves exploring the city of Yokosuka. You play the role of the Asian Tom Cruise, Ryo Hazuki. Somebody has informed you that Hidekazu Yukawa, the face and personality of the Dreamcast in Japan, is in trouble. Ryo must protect Yukawa and find out why a bunch of pipe-hittin' bruisers are after him. There are two QTE (Quick Time Events) in the demo; in one you're chasing Yukawa through the crowded streets of Yokosuka, and in the other, you kick a couple high school bullies into the dirt. Shenmue is due out Oct. 28 in Japan and **Q1 2000** stateside.













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Super Runabout

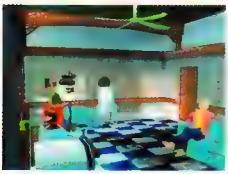
Developer Climax has announced the latest in their Runabout series on the Dreamcast, and boy does it look delectable! Like its predecessor on the PlayStation (brought to the U.S. as Felony 11-79), you tear through urban streets modeled after real cities to complete goals within a certain time limit. Climax has also given the game more personality by allowing you to play as different characters. Don't get too cocky or the fuzz will have to lay the smack down. Super Runabout will be out this **winter** in Japan.

















Beserk

One of the most promising action titles coming to the Dreamcast is Beserk, from veteran developers **Yukes**. Like Siegfried in Soul Calibur, the main character here brandishes a massive "zweihander" blade. His arsenal of attacks includes the bowgun strapped to his forearm, as well as a dagger to slice and dice the local populace. Beserk will be out in **December** from **Ascii**.



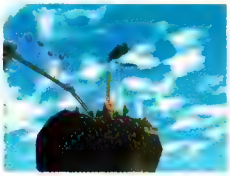
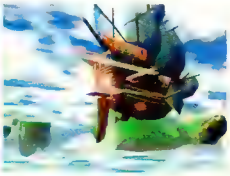
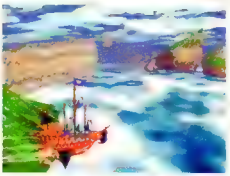
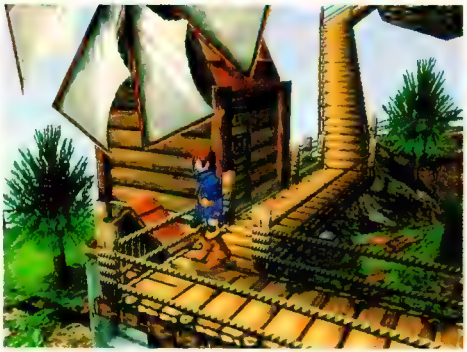




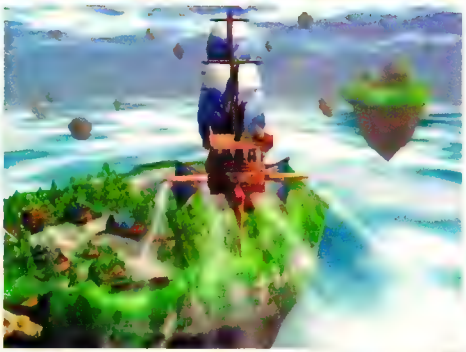

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Eternal Arcadia

Despite a slow trickle of RPGs for the Dreamcast from Japan, there's been nothing epic to get excited about—until now. Eternal Arcadia (formerly known as Project Ares—see *EGM* #121) looks promising in more ways than one. Several members of Sega's beloved Phantasy Star team are working to make this every fanboy's dream come true. While gameplay details have not yet been revealed, we do know that the game takes place on floating continents where inhabitants travel back and forth on airships. You play as Vyse, a young explorer and a member of the "blue pirates" whose job is to loot from the rich (and give to the poor?). Interesting enough, an ad for Eternal Arcadia featured in recent Japanese magazines is accompanied by a poem. **Sega** hasn't announced a release date, but look for it sometime **next year**.





Star Gladiators 2

As one of Capcom's lesser-known fighting game franchises, Star Gladiators probably did more to showcase PlayStation's likeliness to Namco's System 11 than stand out as a brilliant fighter. Its sequel will be making its way to the Dreamcast with plenty of graphical improvements. The DC version will also feature an extensive practice mode with on-screen flowcharts for moves. **Capcom** will release SG2 in **September**.





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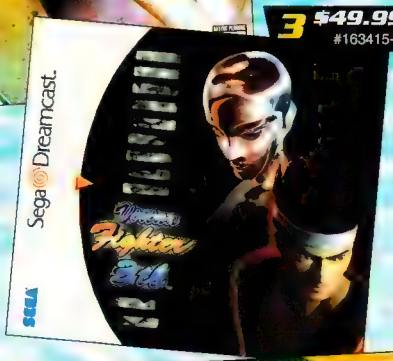
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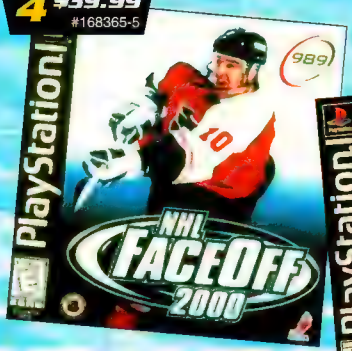


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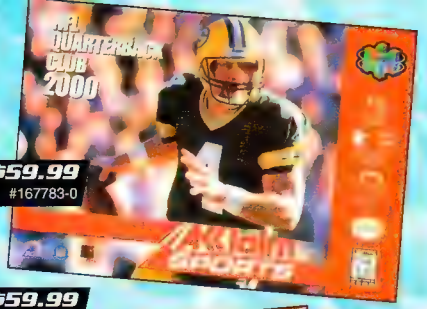
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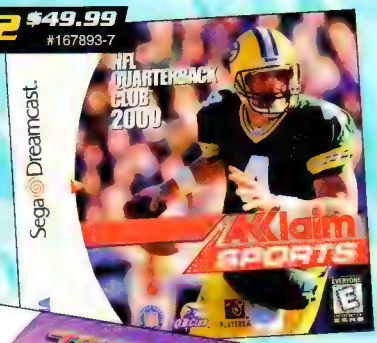
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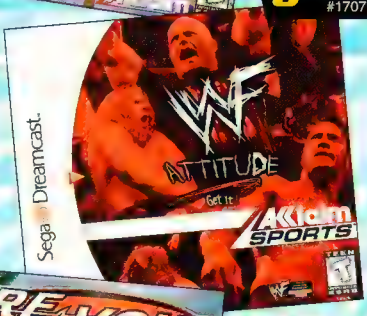


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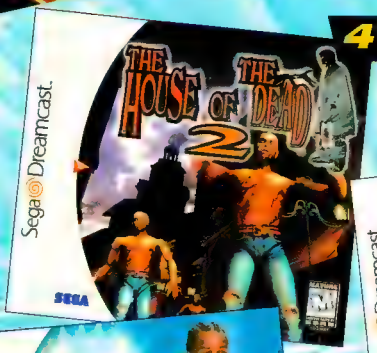
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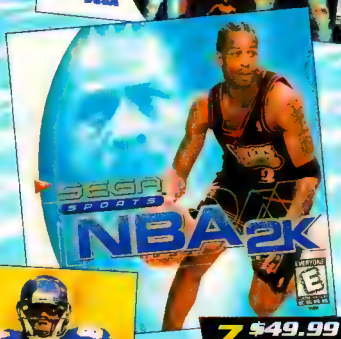
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Roommania #203

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Toukon Retsuden 4

Toukon's back! **Yukes'** insanely popular Toukon Retsuden series makes its debut on the Dreamcast, and like all other Toukon titles, it'll move off the shelves in droves. The latest in the series features, among other things, Internet support (via the Dream Passport) and a 46-page "skill book." If you're a fan of wrestling games, but haven't ventured into the world of Toukon, it's time to have a look. TR4 is out **now**.







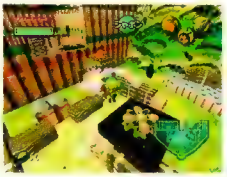






The Legend of Zelda Gaiden

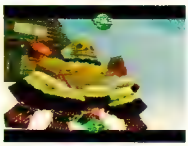
Publisher:	Nintendo
Developer:	Nintendo
Players:	1
Genre:	Action/RPG
% Done:	50%
Release:	March 2000 (Japan)
Also On:	None
Web Address:	www.nintendo.co.jp www.zelda64.com
The Good:	Come on, man. It's another Zelda!
The Bad:	It'll probably be a year or so before it hits the U.S.
And The Ugly:	Chris Johnston running around the office wearing a home-made Deku Scrub mask...











One of the major new gameplay elements in Zelda Gaiden stems from the use of those wacky masks that originated in Ocarina of Time. In this alternate dimension, a mask actually transforms Link into the creature that the mask represents! In addition to granting Link lots of new abilities (above, above left), they also bring new musical talents into play (left).

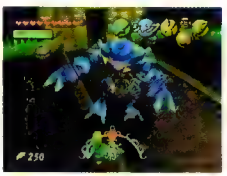
Mere months after restoring peace to the land of Hyrule in The Legend of Zelda: Ocarina of Time, Link once again set out on an adventure. One day, deep in the forest, he encountered a Skull Kid wearing a strange mask. Turns out, the Skull Kid stole his beloved pony—Epona—and took off into a doorway that led to a warped alternate dimension. What Link saw when he followed the Skull Kid through the doorway was a strange, yet oddly familiar world full of familiar faces. However, one thing was clearly different: In the vast sky above loomed a gigantic moon that was slowly falling down onto this world..."In but a few short days, this world will end..." So spoke those living there. Even as they waited, time passed mercilessly. "If you can find the Skull Kid with the strange mask, you may find a clue to saving this place." And so, Link's latest adventure began...

What you just read came pretty much word for word from the Nintendo Space World '99 Official Guide Book. Is your mouth watering yet?

Currently 50 percent complete and on target for a March 2000 release in Japan, The Legend of Zelda Gaiden (translated from the Official Guide Book as "The Legend of Zelda: The Continuing Saga") is shaping up to be every bit the monster hit that its best-selling predecessor was just one short year ago. Originally slated to be a 64DD game, Zelda Gaiden has since moved to cart and will require the Expansion Pak to play (no doubt a side effect of it being in development for the DD for so long). Strangely enough, it's been reported that Ura Zelda (the working title of the DD Zelda before it surfaced as Zelda Gaiden) is still in fact planned for a DD release. Confused yet? Don't worry, so are we.

Anyway, back to the game. Zelda Gaiden uses the same game engine as Ocarina of Time, though there are several modest enhancements, most notably in the graphics department. This is thanks to the Expansion Pak, which, rather than offering improved resolution (as it does in so many other games), instead works to provide a better frame-rate, more detailed environments, more action on-screen and a greater viewing distance. For example, at one point in the Dungeon Tour (one of the "Tours" concocted for the Space World demo version of Zelda Gaiden), Link enters a room with six Stalfos knights moving about independently—all without a hitch in frame-rate. Now if only they'll work on getting more than six different enemies throughout the overworld...

Gameplay-wise, Zelda Gaiden seems similar in a lot of ways to Ocarina of Time, but thanks to the quirky (and interesting) story, there's plenty of room for innovation. As you read earlier, in Zelda Gaiden, Link finds himself trapped in an alternate world—one that seems very much like Hyrule, yet unmistakably foreign in many ways. In this world, a giant moon is on a crash course with Earth, and if

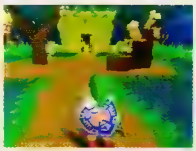






EXPANSION PAK

Hi-Res? Nope!



Even though Zelda Gaiden will require the Expansion Pak to play, don't expect fancy-pants hi-res visuals like those found in so many other N64 games today. Rather than simply increase the screen resolution, Nintendo instead opted to use the Pak to improve gameplay by allowing for richer textures, more objects on-screen simultaneously (see above) and greater viewing distances, among other things.

Kudos to the big N for keepin' it real and making sure gameplay comes first. If only more companies would take note, there might not be so many sub-par N64 games out there...

7 million

The number of copies that The Legend of Zelda: Ocarina of Time has sold worldwide as of Aug. 24. If you don't own this masterpiece yet, you can get it new for only $39.99 (it's a Player's Choice title). What the heck are you waiting for?!



Link doesn't figure out a way to stop it in a certain amount of time, the world—and Link's chances of finding his way home—are kaput. The thing is, in Zelda Gaiden, time really IS important. You're actually playing against the clock (specifically, a giant Clock Tower—see screenshot below) which counts down in real time toward the impending doom that's going to occur if the moon hits home. This makes for one interesting diversion from Ocarina's gameplay. The masks make for another.

That's right—the masks. Those happy, fun little masks from Ocarina of Time are back, but in this strange dimension, they're a heck of a lot more useful (and there are a lot more of them). Whenever Link dons one of them, he morphs into the creature that the mask represents. On the Space World demo, there were three available masks—a Goron mask, a Zora mask and a Deku Scrub mask. Each provides unique abilities for Link, and each has a special instrument that only that particular creature can play. The Goron form has great strength and can roll into a ball (like Sonic) and zoom around at high speeds. It also plays a wicked set of bongo drums. The Zora can swim with amazing speed and finesse, while also possessing mad guitar skills. The annoying Deku Scrub can walk on water, shoot seeds, hide out in the ground and use special flowers to shoot sky-high, allowing it to fly (actually, it hovers). On the musical side, the Scrub's got a set of horns that'd make Dolly Parton jealous. All this



In the Space World demo of ZG, there were a few racing scenes that could be played out with each of the different masks (left).

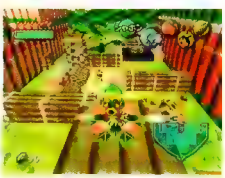
with just three masks! Who knows what else you'll be able to do once more masks are uncovered...

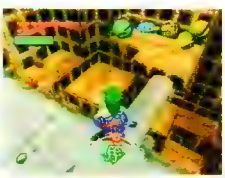
Aside from the time element and the masks, there really wasn't that much new to check out in the Space World version of Zelda Gaiden. Still, what we saw looked extremely promising. Here are a few miscellaneous things you may find interesting: A) Link starts off young and will likely stay young for the majority of the game (since this takes place after he was returned to his youth form at the end of Ocarina of Time). He can now ride the horse (Epona) as a kid. B) There's less room for items in Link's inventory than there was in Ocarina of Time, and in the version we played, there weren't any items we haven't seen before (of course there's gotta be *something* new in the final version). C) There seems to be a variety of new enemies in Zelda Gaiden—some entirely new, some recycled from previous Zelda games (like Zelda II and A Link to the Past). D) The environments are much more varied and vast than those found in Ocarina. Expect huge dungeons, thick forests, snowy plains, nasty swamps and more. E) Navi's back. Is this good? Bad? You decide.

To sum it all up, we're damn excited about Zelda Gaiden, and you should be too. If this early version is any indication of what the final product will be like (which, while due in March, could easily get pushed back further—let's not forget how many times Ocarina of Time was delayed before it was finally released), Nintendo's gonna have yet another masterpiece on their hands. No word yet on a U.S. release, but it's pretty safe to assume that at the very latest, you'll be crackin' Stalfos heads once again before Christmas 2000.















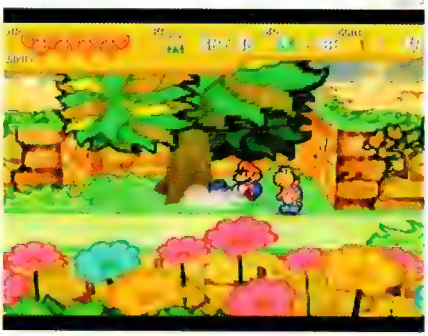


Super Mario RPG 2

Publisher: Nintendo
Developer: Intelligent Systems
Players: 1
Genre: Action/RPG
% Done: 50%
Release: January 2000 (Japan)
Also On: None
Web Address: www.nintendo.co.jp
The Good: At first glance, the art style seems to get in the way of gameplay, but it actually makes it more fun to play.
The Bad: Square helped develop the first Super Mario RPG and isn't working on this one.
And The Ugly: Mario must've jumped into a newspaper press to get this thin. Wonder what exercise plan he's been on to keep his figure!



Though Mario is paper-thin, he can move around the world in 3D. Despite its kiddie appearance, the gameplay is all RPG.



As a pre-emptive strike, you can attack enemies without going into a formal battle with them in the "overworld."

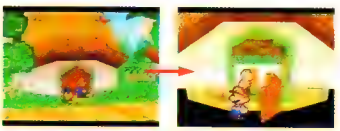
At first glance, it looks as if Nintendo has turned Super Mario RPG 2 into a kiddie, simplistic version of the 16-Bit original. Nothing could be further from the truth. Intelligent Systems—whose credits include Tetris Attack, Fire Emblem (a Super Famicom RPG never released in the U.S.), Metal Combat and Battle Clash (both Super Scope games)—take hold of the reigns for the sequel from Square, who developed the first.

Bowser is again wreaking havoc upon the land and, as he has always done in the past, Mario is the only one who can stop him. Mario and the other characters in the game are paper-thin sprites set in a 3D world. When they turn around or lie down, they flip over, just as they would if they'd been drawn onto a card. Nintendo describes it as a "comic strip/puppet show" style.

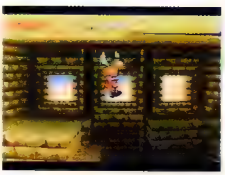
As you explore the game's overworld, you'll run into familiar friends and enemies from the Mario universe. You can attack enemies early without having to get into a full-fledged battle, but if they hit you, the scene changes into a close-up battle with one or more enemies. You now choose attacks from a pop-up menu, and charge them up by holding the analog stick in one direction and releasing when your power bar is charged. You can also "invent" equipment for Mario to use in battle for more power.

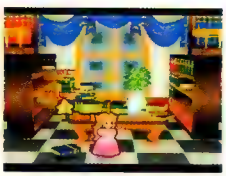
New to the game is the ability to make enemies your ally. When you need a special ability, such as bombing a wall or flying over a pit, you can call upon that ally, which pops out of your pocket, to perform the necessary task. We'll have more on Super Mario RPG2 (Super Mario Adventure in the U.S.) as news filters in.

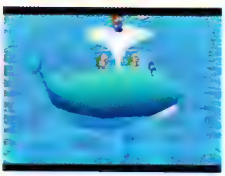




When you enter buildings, the camera zooms in, then opens the building (such as this house) up on hinges so you can see inside easily, like a pop-up book.



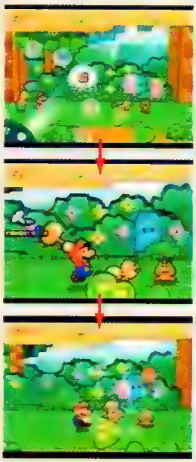




MARIO ROMANCE

Down w/RPG

You charge your attacks by holding the analog and releasing at the right time.



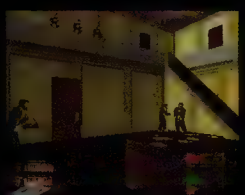
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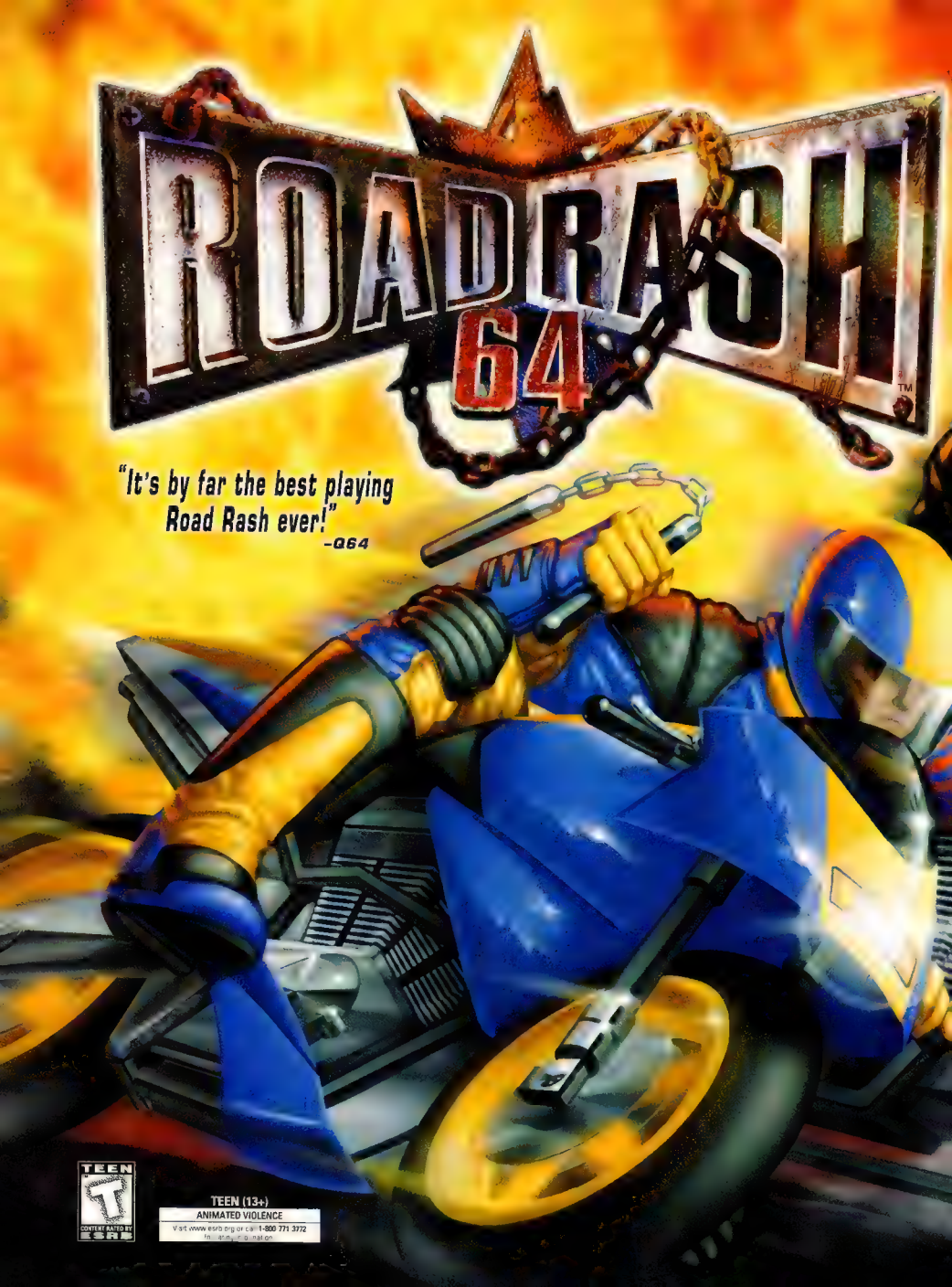
NINTENDO64 PlayStation GAME BOY COLOR

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YOUR LINE AT SPACE WORLD

You'd think that Zelda Gaiden would be producing the long lines at Space World, but not so! Kirby's Dreamland 64 had the longest of all of them—up to an hour and 45 minutes for five minutes of play.

Kirby's Dreamland 64

Publisher:	Nintendo
Developer:	HAL Laboratory
Players:	1
Genre:	Adventure
% Done:	50%
Release:	March 2000 (Japan)
Also On:	None
Web Address:	www.nintendo.co.jp

The Good: Old school 2D gameplay in an expansive 3D environment. Very promising.

The Bad: The only bad thing about this game would be if they don't release it in the U.S.

And The Ugly: Eating all those bombs has to be bad on the digestive system. Ouch!

Also Try: Kirby's Dreamland 1/2/3 (GB), Kirby's Dreamland (NES), Kirby 3 (Super NES), Klonoa (PS), Pandemonium (PS/Saturn) and Tomba! (PS).

FILM STRIPPIN'

Puff Daddy

A particularly funny scene.





After you finish each level, you're presented with a picnic blanket spread of power-ups. One well-placed jump, and one of 'em's yours.



Levels are 3D, but gameplay is set on a 2D plane. The camera sweeps around Kirby, making for some great visuals.

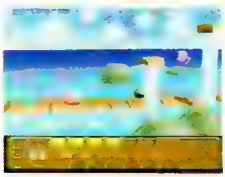
Kirby always seemed to get the shaft—his games showing up well after a system is already established and in the wake of the next big thing (with the exception of the Game Boy games). Maybe this will change things, as the N64 still has plenty of life left in it, as proven by Nintendo's strong first-party games at Space World.

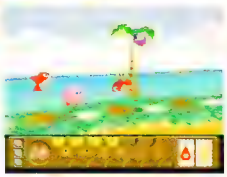
Kirby's Dreamland 64 is a 3D side-scrolling platform game on a fixed plane like Klonoa (PS) or Pandemonium (PS). The camera often swings around the action, keeping Kirby in view at all times, to reveal an enemy or curved trail. In some of the castle levels, you stay more or less stationary in the center of the screen as the scenery moves around you as you climb its spiral. Graphically speaking, Kirby has never looked better. Forget Kirby's Air Ride—he deserves, and has now received, better. As in previous games, he inhales enemies and gains their abilities. For example, he can become a bomb, do a super-speed dash, have ice breath, turn into a refrigerator, become a spikey ball and more. But unlike those previous titles, he can now combine two abilities, creating even more new attacks. You're also able to pick up enemies and use them as weapons or pick up their weapons, such as swords, to swing back at them.

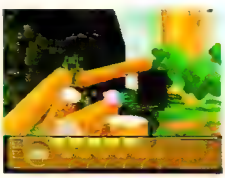
The story goes like this: A mysterious enemy has kidnapped an innocent fairy, and Kirby must come to her rescue. To save her, he has to collect crystals that have been scattered throughout the game's levels. There are plenty of bosses to get in the way of your goal, too. One in particular is a boy who draws enemies for Kirby to fight. They jump off of his canvas and attack our poor lil' pink puff-ball hero. (They are flat, crayon-ish drawings in 2D like the characters in PaRappa or Super Mario RPG 2). At various points in the game and before and after bosses, there's a cutscene using the game's engine.

Levels in the game include: Desert, Ocean, Seaside, Castle, Forest, Mountain Pass and Greek Ruins. Music is comprised of upbeat, very saccharin-laced music-box-ish tunes that fit right in with what the Kirby series has become. Even at only 50 percent complete, Kirby 64 looks like a winner.







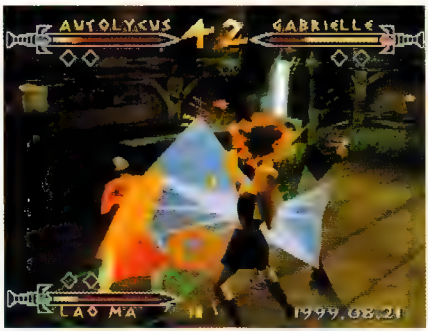


Xena Warrior Princess: The Talisman of Fate

Publisher:	Titus
Developer:	Saffire
Players:	1-4
Genre:	Fighting
% Done:	90%
Release:	November 1999
Also On:	None
Web Address:	www.titus.com
The Good:	Only the second four-player fighter available for N64.
The Bad:	Gamers who dismiss a game because of its license.
And The Ugly:	End Boss Despair.



Attack foes from a distance with Xena's Decapitato Ring, er, Chakram.



Superb collision detection allows single attacks to affect multiple characters.

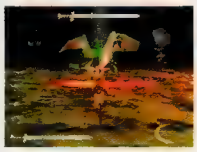
DOUBLE FEATURE

Xenamania

PlayStation owners will be receiving their very own Xena game, entitled Xena Warrior Princess. Published by Electronic Arts, the game is more of a Tomb Raider-style 3D adventure. (See Review Crew this issue.)







Fighting fans, Titus wants to get medieval on your collective asses with intense four-player combat starring everybody's favorite doughnut bumper from down under, Xena.

Not to be confused with Xena Warrior Princess, EA's 3D adventure for PlayStation, Xena Warrior Princess: The Talisman of Fate is a weapon-based fighter in the tradition of Wu-Tang Shaolin Style, minus the gratuitous blood and guts. In addition to Xena, the game includes such series favorites as loyal gal pal Gabrielle and Autolycus, played by Evil Dead star Bruce Campbell. There's also a Julius Caesar wannabe, a fan-wielding Oriental girl, a Greek goddess or two, and a nasty End Boss aptly named Despair.



Controls are reminiscent of Samurai Shodown, with strong and weak weapon attacks and kicks; however, the game has one important addition: a targeting button, A, that allows you to focus your attacks on the enemy of your choice.

While two-player contests are interesting, the action really heats up during multiplayer matches, which can be fought as handicap, team or last-barbarian-standing contests. Thanks to excellent collision detection, a single move such as a leg sweep or roundhouse may take out two or three foes, a feat developers of multiplayer wrestling games have yet to learn.

Although the version we received is only 90 percent complete, the fighting engine is surprisingly polished for a first-generation effort. It includes plenty of "juggling" attacks in addition to more subtle moves which most developers don't get around to adding until the second or third installment of a game, such as ground attacks and wall escapes. There are also plenty of flashy projectile attacks involving pillars of flame, lightning, cyclones and—of course—Xena's trademark Chakran-bladed flying disk.

While the game is obviously aimed at Xena fans, there's plenty for non-fans to like, not the least of which is plenty of leather-clad babes. If you're an N64 gamer jonesing for Wu-Tang or Shao Lin-style multi-player combat, look no further.








It's not the size of your howitzer, it's what you do with it.
TEEN
T
ESRB

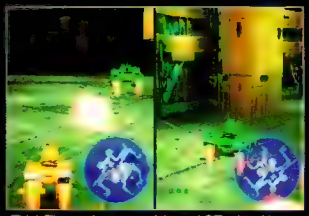


TINY TANK

The Tiny Tank with the Big-Ass 'Tude.



Tiny may have the body of a vending machine, but he's got the spirit of a rottweiler.



Think Tiny packs a powerful punch? Try the ultimate destruction of the two-player, death-match mode.



Ever seen a pack of itsy-bitsy piranha devour a water buffalo? Size is a poor indicator of annihilation potential.

Chaos has struck Sentrax, the world's largest defense contractor. And now its evil robots are destroying the earth. Mankind may not make it to the 22nd century. The only hope is a bright yellow tank the size of a riding lawn mower. Can Tiny, with his 80mm cannon, Gatling guns and assorted rocket launchers save the human race? Maybe. But even if he can't, he's gonna piss a lot of people off in the process.

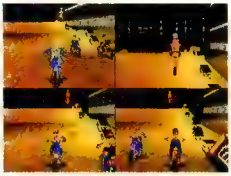
PlayStation

www.playstation.com

www.daikatana.com
www.top-gear.com
Check out the top URL for general news and updates on Ion Storm's beleaguered shooter...and the bottom URL for updates on the N64 version.

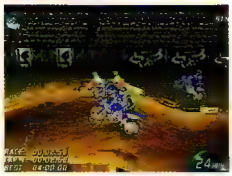
Excitebike 64

Nintendo and **Left Field** bring the NES classic to the N64 this **December**. It has six modes of play: Season, Special Tracks, Multiplayer, Time Trials and Custom Track Mode. Much like the original Excitebike, you use the analog stick to point your bike in the right angle for safe landings. As you can see at the right, there's a four-player mode, track editor and a variety of stages including an all-terrain jungle level.









Paperboy

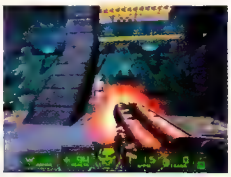
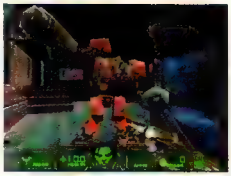
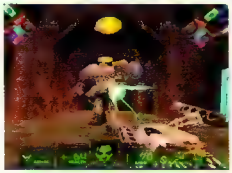
Midway and **High Voltage Software** are giving the classic arcade game a 3D update. Gameplay is basically the same, except you can do bike stunts for more points. Paperboy is due out in **October**.





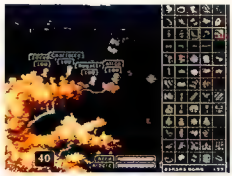
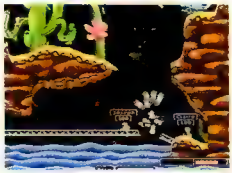
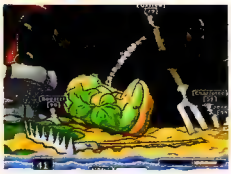
Daikatana

The PC version of Daikatana has been a hot topic of more debate, and the subject of more game industry scandal than just about any other game in history. For those of you not up on your PC games political history, Daikatana was initially to be the first game released by **Ion Storm**...the company set up by ex-iD software design guru John Romero. After numerous delays and staff changes (with the odd scandal thrown in) the game still isn't out and is more than a year late. **Kemco** has picked up the N64 rights to the Quake-like 3D blaster and may well have its version out before the real thing. It's a very ambitious first-person shooter with multiple characters and some cool dynamic environments. Travel through time, killing bad guys and marvelling at the graphics. **No release date is set yet.**

Worms: Armageddon

If you missed out on the first Worms (PS, Saturn, PC), then you missed out on one of the most addictive multiplayer strategy games ever. Now, the third game in the series (consoles never saw Worms 2) is on its way to the N64, complete with more weapons of mass (and not so mass) destruction, new levels and four-player play. **Infogrames** is releasing this version early **next year**.

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MAYHEM

WCW MAYHEM. IT STARTS IN THE RING. IT JUST DOESN'T HAVE TO END THERE.

ELECTRONIC ARTS

PlayStation

NINTENDO 64

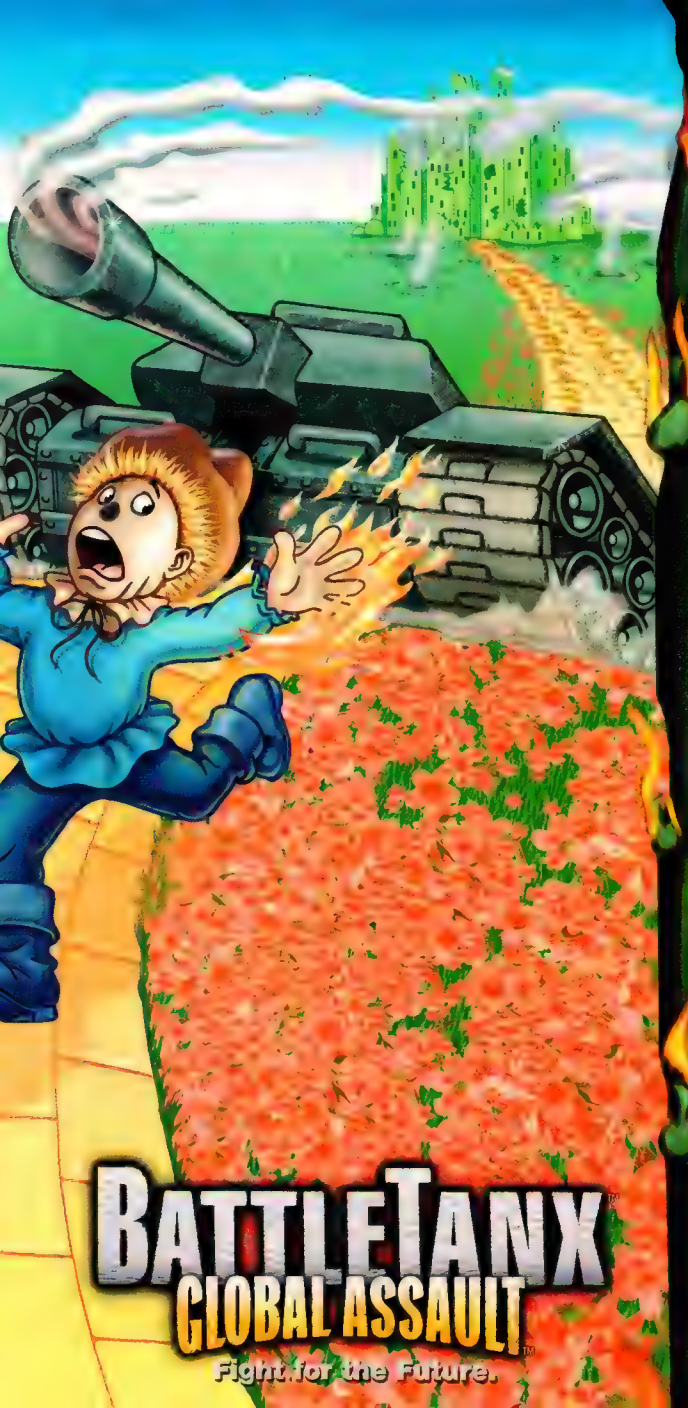
GAME BOY COLOR

TEEN T

WCW...The Album Coming 10.19.99
Prima Strategy Guide Available.



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More insane weapons and modes of destruction



Four Player head-to-head action



32 new levels and 8 havoc-wreaking tanks

3DO

www.3do.com

Mini Racers

Nintendo showed off a 90 percent complete version of Mini Racers at Space World '99, due out **later this year**. It's very reminiscent of R.C. Pro-Am, only without the weapons. Tracks are both on and off-road, with a Tag Mode where hitting your opponents is encouraged. Up to four players can race simultaneously, and the game's track generator lets you randomly generate tracks you can edit and save for later use.













Test Drive Rally

Infogrames is set to release its first Rally game under the Test Drive name in **early 2000**. The title features 51 tracks, 22 licensed vehicles and real-world rally drivers. In addition, a game mode called "Knockout" pits you against a computer opponent using the same vehicle and setup for a true one-on-one race. Other notable features: four-player mode and cool graphic effects such as sparks, smoke and burn-outs.





Mario Party 2

The sequel to this year's party-inducing board game is set to hit Japan in **December**. **Hudson** and **Nintendo** have teamed up once again to bring players a total of 64 mini-games and a handful of new boards. There's also a level where Bowser himself plays. Now you can use items, and there are a lot more traps to lure opponents into or fall into yourself! No word on when this will hit the U.S., but we hope it's soon.























Excessive Speeding 2:54 a.m.

Jet Moto racing is back. With an all-new 3D racing engine that delivers sharper graphics, faster speed and more adrenaline. Jostle and fight for position on 19 killer tracks and 11 insanely fast hover bikes. It's the wicked speed you've always wanted, without all the tickets. | ***The rush is back!***

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PlayStation

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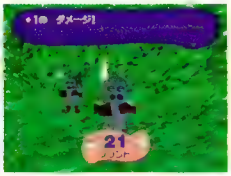
EARTHBOUND ZERO

8-BIT GRAVEYARD

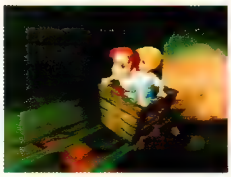
In the early '90s, Nintendo contemplated releasing the original 8-Bit Mother for the NES, but decided against it due to poor sales of Dragon Warrior in the U.S. It got a second chance through a fan-translated version called Earthbound Zero (for play on NES emulators). You can find more information on Earthbound Zero by visiting http://www.earthbound.net.

Mother 3

Once a 64DD game, **Nintendo's** Earthbound sequel Mother 3: The Final Days of the Pig King, is now headed for Japan on cartridge in **May 2000**. A 50 percent complete version was shown off at this year's Space World. There are four main characters—Flint (the father), Ryuka and Krause (his two sons), and their dog Boney. The game begins as Flint goes to investigate strange sounds emanating from a nearby forest, to protect his family and the village. It's split into chapters, as you take control of one of the main characters in each. As you go through the game you'll experience each event differently depending on which character you are. The battle system is pretty simple, but if you press the buttons to attack on the beat of the music, you'll score multiple hits. You can even jump into enemies to get the first attack in.

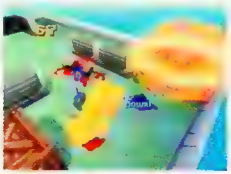
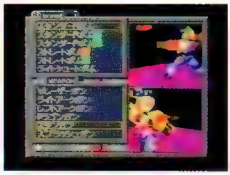
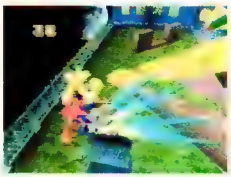



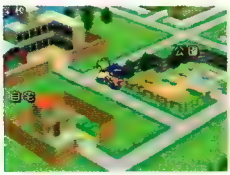


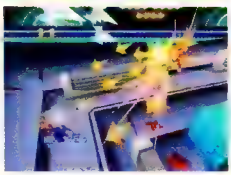
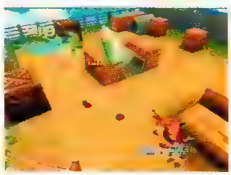


Custom Robo

One of the biggest surprises at Space World '99 came from **Noise** (a team within second-party Japanese developer **Marigul**) in the form of Custom Robo. It can best be described as a mix between Virtual On, Robo-Pit and Pokémon. In the game's Story Mode you get your very first Custom Robo, "Lei," and head with your brother to the Robo Station's Holosseum, where other Custom Robo owners go to battle (yes, they're all holographic robots). When you get there, a huge battle breaks out, with rivals challenging you one by one. Your goal is to work your way up to the final showdown with Mamoru and gain the title of champion. If that's not your speed, you can take control of 30 different robos and suit them up with weapons and armor of your choosing then battle either the computer or a human opponent. Combat takes place on a virtual battleground that zooms in/out and makes obstacles transparent so you can see your opponent. It's easy to pick up and a lot of fun to play. **Nintendo** will publish the game this **November** in Japan.





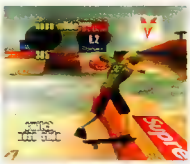
THRASHER

SKATE AND DESTROY

defy urban gravity









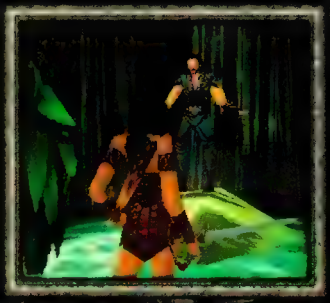


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WARRIOR PRINCESS

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starting September 13th.

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Prima strategy guide available.

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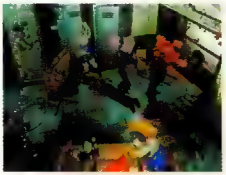
PlayStation

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PREVIEW

Resident Evil 3 Nemesis

Publisher:	Capcom
Developer:	Capcom
Players:	1
Genre:	Adventure
% Done:	70%
Release:	November 1999
Also On:	None
Web Address:	www.capcom.com
The Good:	Zombies everywhere!
The Bad:	Resident Evil 3? It's more of a sidestory than a sequel.
And The Ugly:	Your face after it's been "french kissed" by the Nemesis' tentacled hand.



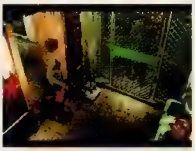
Unlike Resident Evil and RE2, Nemesis is a one-character game—for the most part. Even though you take on undead as Jill Valentine 90 percent of the time...



...you will play a brief stint as Umbrella badass Carlos Oliveira.

GAMEPLAY TWIST

Decide Now!





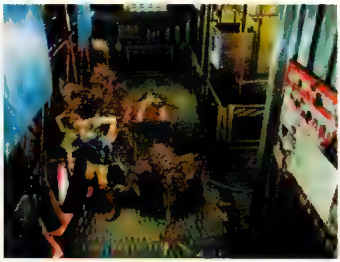
RE2 had its two-character "zapping system" as its spin on the Resident Evil formula. This time, we get special choose-your-own-path parts. Menu choices pop up on screen at key points in the game. Take the scenes above, for instance. Jill is minding her own business when a gang of flesh-eaters begin breaking through a nearby gate. Two options flash up—she can either run from the room or throw a nearby switch. Act quickly or the game decides for you.

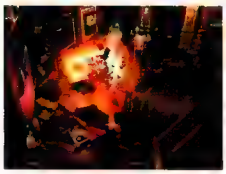
They do it once a month. Every producer, planner and director involved in the development of any current Resident Evil project gathers in Capcom R&D's offices in Japan and talks shop. Their goal: to avoid any continuity problems in the Resident Evil saga's increasingly complex story line.

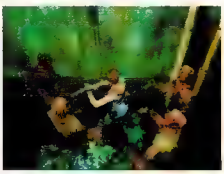
Seeing as how the newest installment in the series, Resident Evil 3 Nemesis, drops characters from the first game into settings from the second and is set at roughly the same time as RE2, Capcom's planning meetings are no doubt a necessity. In case you missed our massive cover story a few months ago, here's a quick recap of RE3's tangled tale. You play Jill Valentine, who returned from the first game's mansion only to see the entire horrific incident covered up and forgotten by the Raccoon PD. She resigns from S.T.A.R.S. and packs up to follow Chris Redfield, who's already left to investigate Umbrella's HQ in Europe. But just as she's about to wash her Raccoon City troubles outa her hair, the G-virus-infected zombies hit the streets, putting the kibosh on her plans to escape.

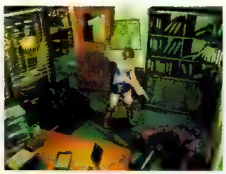
So, the game picks up on Sept. 28, the day before events depicted in RE2. It continues on through Sept. 29 and finishes up the following night. You'll trundle through familiar settings, including the police station (scan this preview for a screenshot of a room and minor character from RE2). But one thing we haven't seen as we played through our nearly complete preview version is any *Back to the Future Part II*-style intertwining of prequel/sequel plot lines. We were hoping to see RE2's Leon or Claire grappling zombies in some distant alley. Would that be cheesy? Sure, but it'd also be a nice graphical touch that would drive home the idea that, yes, you are stalking around town during RE2's time frame. Of course, such a sequence may be in the final game and we just haven't seen it yet.

Gameplay-wise, RE3 is faithful to the previous games: You explore, shoot zombies, solve puzzles, shoot more zombies, uncover the Umbrella Corporation's misdeeds, shoot even more zombies. Heck, this thing is jammed to overflowing with





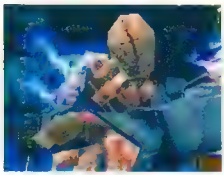


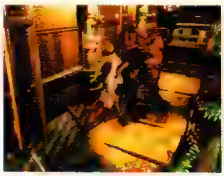




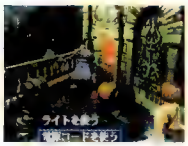
RESIDENT EVIL ONE FOR TWO?

Strange but true: Early press releases for the original Resident Evil claimed it would be a two-player game. So where'd the multiplayer mode go? "I originally planned to have a 'partner' character always act together with a player character," RE series producer Shinji Mikami told us. "The partner's role was to do various actions and responses to the enemies, traps and puzzles, but the plan was scrapped due to hardware limitations."











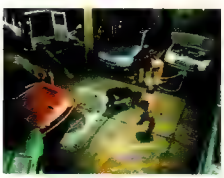
The real star of RE3 is your ruthless pursuer—the Nemesis. How scary is he? "[The Nemesis] is always watching you," series producer Shinji Mikami told Japanese mag *Dengeki PlayStation*. "He is somewhere around you, but you never know where. He is extremely horrifying. He runs extremely fast. He keeps tracking you even though you move from door to door."

stinkin' undead. It's more action-oriented than past Resident Evil games. Zombies are everywhere, and you'll have to master the new dodge move pretty early if you wanna survive Raccoon City's mean streets for long. You'll even come across the occasional civilian in need of saving. You can hear their terrorized cries from a distance. Race to their rescue before they get gang-munched. We know of at least one mini-game you can open when you beat RE3. Perhaps saving all the civilians is one key to unlocking it.

With its zombie-packed streets, RE3 is a tad trickier than previous Resident Evil outings. Newbies can play at an easier mode, called Light Mode, which offers more ammunition and an easier dodge move. Besides the varied undead (you'll face zombie businessmen, zombie doctors, etc.), you'll also go up against the devil dogs and spiders of previous games. Nasty newcomers include poisoning spider/licker hybrids and giant slugs.

It's not the new critters, dodge move or decision moments (see sidebar) that make RE3 different from its predecessors. The new wrinkle here comes in the form of a hulking, mutating, terrifying new character named Nemesis. He shows up early in the game. He has a definite problem with S.T.A.R.S. members. And he spends the rest of the game busting through walls, doors and windows, kinda like the boogey man meets Kool-Aid man. He'll follow you from room to room and he's lightning quick. The Nemesis is easily the most terrifying Resident Evil enemy ever.

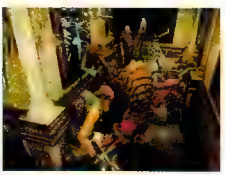
Flagship—the company that wrote the scenarios for RE2m Dino Crisis and the upcoming Code Veronica—didn't create RE3's story. That has some die-hard RE fans a little worried, and some skeptics see RE3 as more of a sidestory than a true sequel. But while Capcom staff wrote RE3's scenario, Flagship is still checking over the plot to make sure everything fits together in the growing Resident Evil universe. The game does promise to answer many of your questions about the Umbrella Corporation and its schemes. Unless the Nemesis kills you first.



Artful dodging: Tap R1 at the right time and your character sidesteps attacks (left). You perform different dodges depending on the monster you face. Puzzles (bottom left and below) are less tedious this time. Many can be solved within a single room; you rarely have to haul items from one end of the game to another.



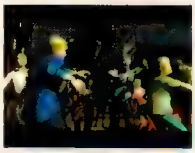




GAME FRIENDS

'Orror Show

We agree that RE2's FMV intro rocked, right? Right. Good, 'cause RE3 packs an equally cool opener. The sequence shows a Raccoon City gone shithouse, as zombies begin their assault on the citizenry, police and members of the Umbrella Biohazard Countermeasures Force. Take a gander...











PREVIEW

Tomb Raider: The Last Revelation

Continued on p.132

Publisher:	Eidos
Developer:	Core Design
Players:	1
Genre:	Action/Adventure
% Done:	20%
Release:	November 1999
Also On:	PC
Web Address:	www.eidos.com www.tombraider.com

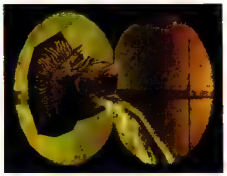
The Good: A proper sequel to Tomb Raider...this one actually has some different stuff in it.

The Bad: Do people still care? Tomb 3 wasn't that hot.

And The Ugly: Blowing people's heads off with the new weapons.











Things have certainly changed a lot this time. While at first glance it all looks decidedly "Tomb Raider-y" things are different. The fact that it all takes place in the same part of the world also makes the whole story feel much more cohesive and "movie-like." Note that it's not called Tomb Raider 4. Apparently this is designed to attract new gamers to the franchise.

Lara Knows How To Handle A Loaded Gun

As you can see from the screenshots just over there to the right, Lara's arsenal is now not dissimilar from that of a small army. Pistols, Uzis, shotguns, cross-bow and grenade launchers all make an appearance, and all of these can be affected in some way by attaching pieces to them Parasite Eve style. Slap a laser sight onto the top of the powerful revolver and you can aim at the bad guys' heads and blow them off the GoldenEye way. It's particularly fun when you're battling undead skeletons that just won't go away when you ask them nicely. Don't want to kill everyone in a room, but want to knock them out while you run through? Slap some stun grenades in your launcher and watch everyone drop like flies. It's all derivative stuff...but it's good fun.

For whatever reason, the fourth Tomb Raider game isn't to be known as Tomb Raider 4. Absolutely not. Suggest it to anyone involved with the project and they pull a funny face and then explain that sticking a number after a big game name isn't a great idea. It doesn't seem to have done Lara any harm in the past though. Tomb Raider 3 – by far the crappiest installment so far is apparently the biggest seller by quite a considerable margin. Ho hum. Tomb Raider guru and Core Design big-wig Adrian Smith explained the logic in a recent interview with www.videogames.com. "In essence, in TLR, we want to capture a lot of new PlayStation users and introduce them to the Tomb Raider series of games," he begins. "People are normally fairly skeptical when they know it's the fourth or the third or even the second in the series. They feel they need to go and buy the first one. It's just really something we've wanted to overcome in The Last Revelation. We wanted to make this game appeal to the core users who enjoyed playing the Tomb Raider series and also to completely new users. What we're trying to say is, 'This is the definitive Tomb Raider.' This is the combination of the first three games with elements that will tell the history and explain why Lara is who she is today."

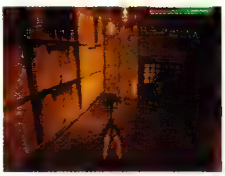
Sounds like marketing talk to us. Call it whatever you will though, taking a closer look at the most recent playable version of the game reveals that things have taken a step up in terms of quality this time. While Tomb 3 seemed to lack focus and sprawled all over the place in a series of "set pieces," The Last Revelation seems very cohesive. All set in Egypt, it takes Lara back to a far more *Indiana Jones* style setting with cramped interiors and cunning puzzles. "The gameplay in Tomb Raider III was changed," explains Smith. "Some say for the better, some say for the worse. We've actually reverted back to what we think Tomb Raider should be, which is more in line with TR1. We've also made this one a sort of epic adventure. It isn't Lara jet-setting around different locations. We've chosen one

(Below) Lara's arsenal is quite considerable this time around, and it's bolstered by the fact that you can now combine items (like a gun and a sight) as well as choose types of ammo for the crazier guns.

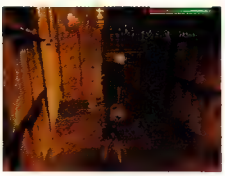




(Below) Puzzles come in a variety of styles. Here you need to keep the door open by manipulating the machine to the side of it. How to do this? Why, shoot it of course (aim with your laser sight) and open sesame!









Remember, the only thing to fear is fear itself. Especially in this deadly mercenary mission where your own emotional responses determine what happens next. So go ahead, make your move. Just be sure to keep your fear in check.



Breakthrough **SUSPENSE/ACTION ADVENTURE** game. Beyond your realm of fear. Beyond any 3rd person game created.



MOTION FX TECHNOLOGY. Pre-rendered, fully animated backgrounds creating a frighteningly real world.



NON-INTERRUPTED GAMEPLAY for more intense action and debilitating power. Comes in handy for the **THREE RUTHLESS MERCENARIES** whose destinies you control.

fear effect

It can recognize your fear. Can you?

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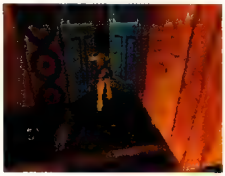
eidos.com

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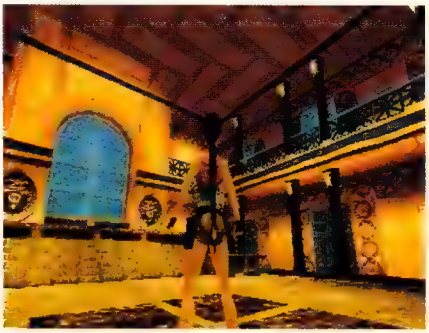
"I am the shadow across the sun; I am the bringer of plagues. My wrath will consume all lands and shall be ceaseless."

-Set—an Egyptian with an apparently very bad temper

Continued from p.130



Lara pushes through the first set of doors in the library.



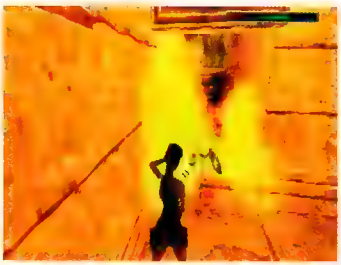
As with the earlier games, the levels in TLR are hub-based. Find a large area and many puzzles will branch off of it.

location, and the whole game takes place there."

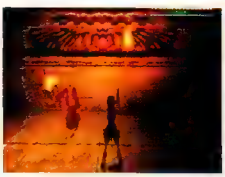
Also significant this time around is the fact that we get a lot more characterization this time. We get to learn about Lara's history and some of the important influences in her life. Smith explains "the training level [at the very beginning of the game] takes place in Cambodia and is a 'flashback' that is used to introduce Lara's mentor, Von Croy. It's also to re-introduce Lara herself at the age of 16 years. The 16-year-old version of Lara is not a 'feature' of The Last Revelation but is used as a means to tell both old and new users more about her history and the reasons why she is an adventurer today. Von Croy has the same moves as Lara and teaches her how to perform all of them both old and new."

Playing the early version of the game also reveals that Lara herself looks and acts a lot better than she has before. The dual analog control system from Tomb 3 is back, but it seems to have been refined somewhat, and Lara now seems to look and feel a lot more like she's "within" the environment. She crawls about, steps over things, pulls herself up ropes and she can even twist around mid-jump to make combat more controllable. She looks much better too...gone are the polygonal sharp edges of her past—now she's all smooth and curvy... smoother and curvier than in Tomb 3 thanks to a fancy graphical technique that lets the artists wrap the graphics around her like a skin.

For the real hard-core Tomb Raider fans, we've also got word of how the save system is going to work this time. This has been a hot topic of debate throughout the series with chops and changes between unlimited save and specific save points. Impatient or inexperienced players will be pleased to hear that TLR features a return to the "save anywhere" philosophy of Tomb Raider 2. Several thousand of you will no doubt be groaning at that particular revelation...but it seems Core and Eidos are trying to be as friendly as possible with all of the gameplay mechanics this time.









ALL IN ONE PLACE

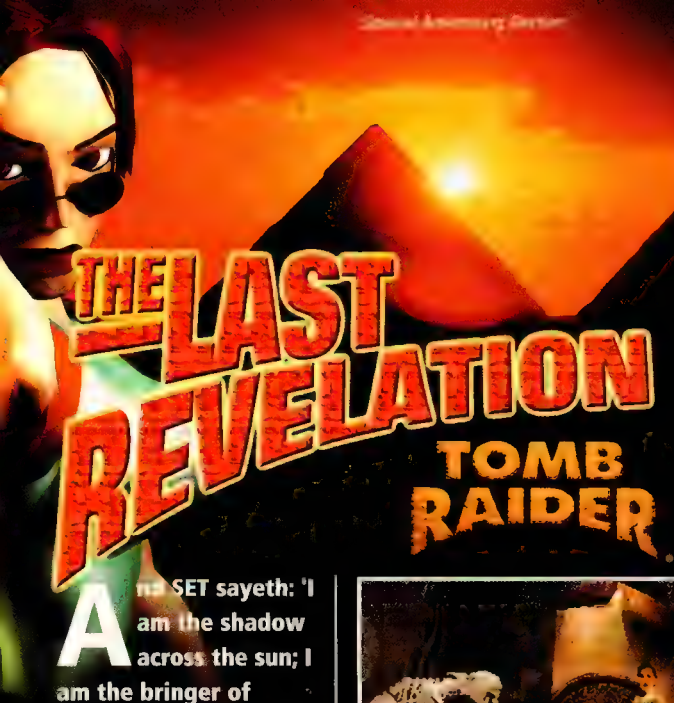
Walk Like An Egyptian





"Egypt is probably a return to one of the best locations we could put a Tomb Raider game in," explains Core Design's Adrian Smith. "So it's in Egypt, but it's around a small center. And that isn't really going to be known by the player in the beginning. The story line is driven very much through the whole of the game. What happens at which point and with which character will make the story unfold in front of you."

Few details have been revealed about what Adrian is actually talking about here...vague details are something of a tradition when it comes to the Tomb Raider games during development. What we do know though is that the story line is very timely in that it deals with Egyptian mythology, meteorology and how all of this ties in with various events leading up to the millennium. It's a definite return to "old style" Tomb Raider games, something most welcome after Tomb Raider 3.



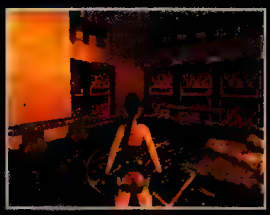
THE LAST REVELATION

TOMB RAIDER

CORE DESIGN is at it again. This fall will see the return of two top games with the PlayStation's hottest characters and Core's knack for addictive gameplay. Tomb Raider: The Last Revelation and Fighting Force 2 are sure to satisfy fans as well as capture the imagination of new players. For more on two of the hottest titles coming this fall, read on..

And SET sayeth: 'I am the shadow across the sun; I am the bringer of plagues. My wrath will consume all lands and shall be ceaseless.'

Egypt. Land of mythology, mystery, pharaohs... and the most complex tombs known to man. Tombs littered with mazes, puzzles and traps, designed to drive even the most persistent raiders to distraction... or death. Enter: Lara Croft. Based entirely in Egyptian locations, The Last Revelation's plot revolves around ancient mythology and the alignment of



the stars at the millennium. Finding herself in a serious predicament, Lara's objective is clear from the outset - she must escape a terrifying destiny and rectify a situation that threatens to destroy humanity.



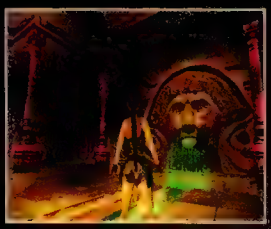
The story is unveiled seamlessly through gameplay action driven by advanced engine technology. New programming routines allow levels to dissolve into cinematic cut-scenes and full motion video (FMV). Loading screens are eliminated, making the adventure a continuous, focused experience. Tomb Raider: The Last Revelation's redesigned inventory system replaces traditional inventory rings with an easier-to-use interface allowing items to be combined, collected and stored. The new inventory also features Lara's diary, which includes her personal notes from each adventure and a location map that players can access for hints and tips. Application of the transformed system will give new life to puzzle elements – a key feature of Tomb Raider: The Last Revelation. Clear objectives and smaller locations will result in less time spent traveling between areas. Individual environments are more reminiscent of the original game - tightly focused and puzzle-oriented, but with higher levels of detail and a greater number of objects than seen before.

The atmosphere will also be more akin to the original due to the emphasis on ancient locations and tombs. To further the atmospheric detail, the lighting system features spotlighting. New environment mapping allows a variety of surfaces and objects to reflect and react to light sources. Lara herself will have a new remodeled look -- fully skinned and more detailed. A range of new moves, both simple and complex, provides an assortment of brand new puzzle and trap mechanisms for Lara to negotiate. The puzzles are based on Egyptian mythology and will operate like complex board games right at the player's fingertips.

CORE Design

TOMB RAIDER: THE LAST REVELATION

Interview with Adrian Smith of Core Design

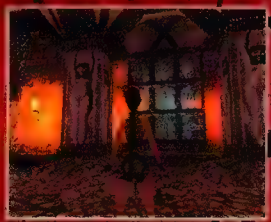


So what's the plot this time?

We've made the basis of the story a lot simpler this time around - the player is given a very clear objective from the outset. The plot will twist and turn as Lara progresses, but the ultimate goal always remains in sight.

Very basically, Lara inadvertently releases something rather nasty whilst breaking into an ancient tomb... and of course she's the only one who can put things right. The path of true adventure never runs smooth so Lara will have various tasks to complete before she's able to face a final confrontation.







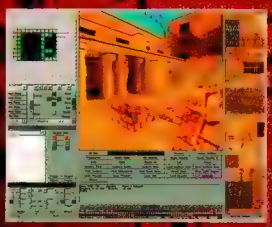
Do you fear a backlash against this title since it is the 4th in the series?

Despite any number of new features and improvements, the game is still, in essence, 'Tomb Raider' - an adventure game featuring Lara Croft. What we have done this time is completely re-address a number of key elements. This will immediately distinguish Last Revelation from its predecessors and bring fresh life to the title. The on-screen format is completely new - gone are the old inventory rings, loading screens etc. It's always been our intention to make the fourth game as accessible to as many people (both old fans and new users) as possible. We've focused on simpler gameplay so the game will be easier that TRIII in terms of direction and objectives. Players will know exactly what to do, and where they have to do it. The difficulty lies in solving the puzzles that will enable players to complete objectives - so it's very much like the original game in that respect. A very clear storyline and single location means that a lot less time is wasted covering vast distances.

In some ways Last Revelation is a prequel to the trilogy, but the technical advances will make it far more detailed and atmospheric. If you've never played a Tomb Raider game, this is the one that we'll be recommending!

Can you tell us about any of the new enemies that Lara will face?

We're concentrating on highly detailed enemies - there may be fewer of these but they will certainly be more purposeful than those seen in previous titles. Since we're dealing with Egypt, our artists and animators have really been able to let their imaginations go so we've got mythological baddies as well as natives and gen... cs. Due to the ...ature of the pla... you'll find a lot of rather strange things happening and don't be surprised if you find that you're putting your skill against an adversary through the adventure.



Will there be another game in the Tomb Raider series?

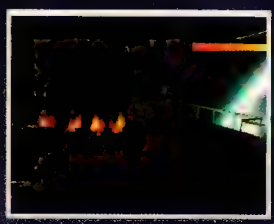
Well you know what they say... You just can't keep a good girl down...

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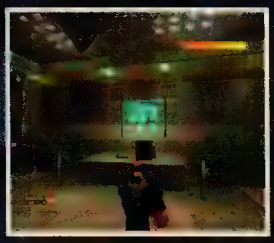
A Sequel? Well, What's New?

In Fighting Force 2, everything is new. Core Design took the best elements of the original game, which was the fast-paced hand-to-hand combat and object interaction and carried it to the next level in gaming. Sporting a brand new 3D game engine and focusing on the action genre rather than simple beat'em up has really opened the eyes of tough to please hard-core gamers. Rather than using an entire "Force" of characters, Core has chosen to focus on one main character (see side bar), Hawk Manson, to lead the charge in this sequel. This allows for more storyline elements to be introduced as well a greater number of animations or moves the character will have. The main objective of the game is not known at the outset. The storyline is integrated, giving clear objectives that allow the plot to unfold. Cut scenes will be used to give the player his next objective or further information. Then as the player progresses through each location, a number of scripted scenes will be used to advance the story line. Hawk is also equipped with a data handset of which information is received via the Control Base. The Base will give Hawk additional information and objectives.



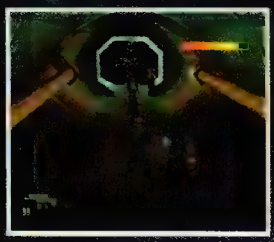


"In fact we have introduced many new weapons, which will help the player to deal with some of the most difficult situations making the action more realistic and rewarding. All the fighting moves and the system have been redesigned so that interacting with them results in a more balanced game for the player," says Ken Lockley, Producer at Core Design.



LEVEL PROGRESSION

The player must negotiate nine global locations, split into approximately 24 separate stages. The levels vary from the steel mills of Pittsburg and a tank factory in Japan to South America. Each location holds a clue that leads to the final confrontation with the ultimate enemy. Throughout the missions Hawk will also collect body armor at the various locations which provide additional strength and protection. The game flow also splits after the fifth level where the player is given a choice that will result in the player visiting different locations.





ARTIFICIAL INTELLIGENCE

Each of the 50 enemies and bosses have unique artificial intelligence and are knowledgeable about the layout of the surroundings. For example, if Hawk enters a room the characters may react in different ways. They may choose to confront the player, try to raise the alarm or run for assistance and if fired upon directly they run away, but also raise the alarm in the process. This is where some of the stealth capabilities play a role in

WEAPONS



Lightweight and ease of use were the main design aims of this weapon Designed to be used in a variety of combat scenarios, the rocket launcher utilizes a cartridge loading system to speed up rate of fire and delivers a range of ordinance. These include standard high explosive rounds, HEAT and laser targeted rockets



As standard NATO ordinance, the T-8 hand grenade has been produced in its millions and exported to over thirty countries worldwide. The T-8 was the first multi format grenade (MFG) to come into service and the reliability of the weapon has made it a favor te with all branches of the armed forces, especially anti-terrorist and special forces units. Multi format programming allows the user to select the type of detonation required before arming the grenade.



Titanium composite non-reflective blade. Lightweight carbon fibre handle Balanced for throwing The designers have used the most advanced technology and materials available to create a close quarters weapon capable of surviving even the most inhospitable environments



Using tough lightweight plastics, the Dodge is the next century's answer to the twelve-gauge shotgun of the old west The recoilinert a loading system employed in this weapon gives it the edge over other auto-loading shotguns.The higher recoil from this system is soaked up by the clever design of the weapons body and stock and the advanced lightweight plastics that make up the construction



This high velocity sniper rifle is military and special forces grade hardware Lightweight and using advanced scope technology, it fires titanium hollow bore rounds at up to a 3km range The targeting scope is classified technology, and its environment sensors can detect wind speed fall off and operator 'shake' and compensate for these factors accordingly



This assault rifle is capable of a murderous and sustained rate of fire, outstripping any other assault rifle currently on the market. Firing 9mm rounds, the TDM-72 has been designed for upgradability and will accept a wide range of combat accessories. Night sights, laser targeting and grenade launchers being just a few. It is a favorite weapon for anti-terrorist units where close range and high rate of fire are required.



This is a carbon fibre baton designed to deliver an electric shock on contact with an earthed object. A favorite with security forces in the USA but banned in many other countries, the baton is used in riot control and siege-breaking operations



20mm explosive case rounds fired at thirty rounds a second make the General Dynamics chain gun a deadly piece of hardware. The compact dimensions of the weapon allow it to be mounted or carried, but the manufacturer does not recommend firing from the hip



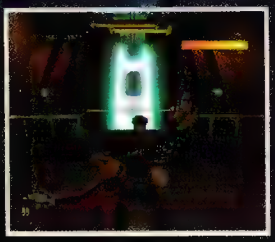
With a range of 50m, this flamethrower was designed for urban warfare where neutralizing snipers and house to house fighting are necessary The flammable chemical mix is held in a 10-litre tank under the body of the weapon and is pressurized prior to firing. Cumbersome and inaccurate, the weapon has not found favor amongst the armed forces



Lightweight and tough, the design of this crossbow makes it ideal for covert operations. The weapon can be fitted with a laser guided night sight and is capable of firing a number of bolts. These include carbon fibre, poison tip and explosive head bolts



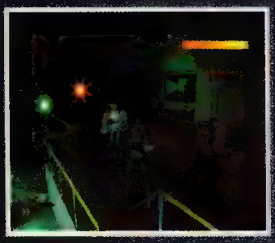
Titanium composite non-reflective blade Lightweight carbon fiber handle Balanced and designed for close range combat



the game. Some characters will not perceive the player as a threat unless a direct action is taken against them. Avoiding confrontation is some situations may be a more strategic decision.

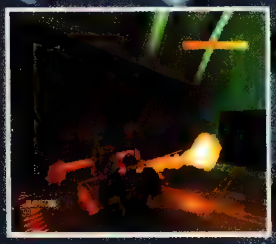
"The AI and game flow control in FF2 create much more varied and interesting potential outcomes in any given situation. For instance the removal of an enemy before he manages to set an alarm (Bringing reinforcements into a room – This would be BAD!), will make passage through that area substantially easier. The player will also be able to learn from the behavior of individual enemies and in later levels, avoid having to deal with the reinforce-

ments by taking the "alarm setting" enemy out FIRST before he is able to call them," says Lockley.



KEN LOCKLEY ON THE NEW APPROACH TO FF2

The original game's major weakness would have to be repetition. With FF2 the ratio of hand-to-hand combat and weapons use is roughly 50:50. We had to completely re-think the control system to



allow many more combat moves / combos. There are specific combos and deadly weapons, even moves when guns are emptied (player can use empty pistol to hit enemies.) We also have 'charge-able' moves that take time to charge, but are extremely powerful. Due to the fact that there are more weapons available and to the type of 3D environments the count of moves has almost doubled from the previous Fighting Force.



FIGHTING FORCE 2™



The UZI-2 was a complete redesign of the thirty year old weapon designed by the Israeli army. Using modern construction techniques the new gun has maintained its small dimensions, lightweight and heavy rate of fire, but now features many improvements that were previously available as bolt on extras. Night sights, grenade launchers and ACT (Adaptive Cartridge Technology) have upgraded the gun into the next century.



A military demolition grenade designed for breaking through fortifications and concrete obstructions. Carried by commando, Special Forces and marine first strike units the grenade has proved a versatile weapon for troops fighting ahead of the main force.



This weapon is in use with both military and police forces in the USA.
Firing a range of ordinance, the launcher has a range of 100m and has a rotating drum cartridge containing twelve rounds. Accuracy is not great, but this is not required for riot control or the kind of military operations it is designed for.



This stun gun fires a directed charge of 18000 Volts, paralyzing the target. Repeated shots will have a fatal effect on the target, and all police forces are aware of the controversial nature of this weapon.

Hawk Manson

1987 Enrolled in the U.S. Marines. Saw active duty in Panama, Grenada, and the middle east. Served one year in the elite Navy Seals unit.

1995 Injured and discharged on medical grounds.

1996-1999 Freelance security advisor for local law enforcement agencies in the United States and Europe. Police records cannot prove any links to vigilante activity but Manson is suspected of strong arm law enforcement and has been seen at paramilitary training camps in Texas and Nevada.

2000 Part of the team that uncovered and stopped Dr. Zeng from wiping out the population of planet earth at the turn of the century.

Current Occupation: Currently employed as a Weapons Inspector for the United Nations.

Specifications:
Alias: The Hawk
Height: 6'2
Weight: 196 lbs
Special Skills: Experienced in projectile weapons and motor vehicles
Extras: Can hack any computer system







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CORE Design

FIGHTING FORCE 2

fear effect™



SYNOPSIS...

When the daughter of a powerful Chinese businessman disappears into the hedonistic and dangerous Shan Xi Protectorate under mysterious circumstances, our team of specialists infiltrate the city and attempt to reach her first. Hoping to leverage her safety for a sizeable pile of cash.

Sneak, destroy and fire-fight your way through the archaic chaos of an alternate reality China and its inhabitants. Along the way, you will be constantly challenged by the henchmen of the girl's father who have no intention of letting you get to her first.

But what begins as a mercenary snatch and grab to retrieve a young runaway instead becomes a mission more perilous and important than any other that you could've imagined – a battle for the survival of the planet against the most unimaginable of enemies.



The Gameplay Experience

FEAR EFFECT is a suspense action adventure game unlike any of its predecessors. The gameplay is not about just winning it is definitely not only about shooting monsters (although there will be plenty of that within the game) or solving typical puzzles. The objective of FEAR EFFECT is to provoke emotional responses from the Player (such as, laughter, screams, anger) by immersing them into the imaginary world and into the story of the experience.



Like watching a great horror action film, when the movie is over, the audience is rewarded with a satisfying experience... they've been scared, they've screamed and they've jumped out of their seats.

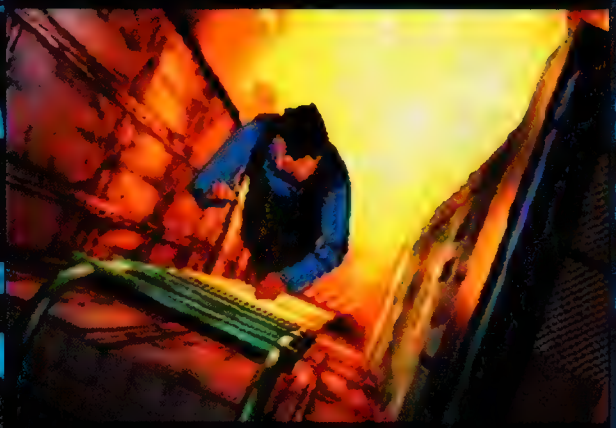
When you finish **FEAR EFFECT**, the ultimate reward will not be any different.

Motion FX Technology

While previous games have combined Real-time Characters with Pre-rendered backgrounds, the result has always been to a flat, dead world in which wide open spaces are largely devoid of any sort of human activity.

FEAR EFFECT surpasses any previous experience in the genre because EVERY background in the game is ANIMATED, dubbed MOTION FX Technology. This means that the worlds of **FEAR EFFECT** will be alive, with dynamic action taking place within the backgrounds.

By creating the worlds of **FEAR EFFECT** with Motion FX, you are fully immersed in the game universe, one that is visually breathtaking while at the same time taking advantage of the gameplay possibilities that the animated backgrounds provide.



Multiple Player Characters

By design, you will get to "become" different characters within **FEAR EFFECT**, so that you may experience all of the facets of the story. This is not achieved through gimmicky game mechanics such as "mind controlling" "body jumping" or "soul possessing." It is accomplished through logical plot editing and creative cinematic direction.

As you move from character to character, you assume more than new talents and abilities, you are also presented with new challenges and knowledge which helps you advance through the experience. Like any great story, **FEAR EFFECT** has a wide range of characters as well as interesting sub-plots that will draw your player's attention and keep you entertained for hours.

Fast-paced, with plenty of terror and thrills, **FEAR EFFECT** is a game in which the player is the focus of the your interaction.

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An interview with Amy Hennig
Director of Legacy of Kain: Soul Reaver

Legacy of Kain: Soul Reaver™

How would you describe Legacy of Kain? What type of game is it? What kind of experience can players expect?

Our goal from the beginning was to provide a seamless, immersive game experience – an epic adventure set in a relatively non-linear game world, that rewards players' exploration and problem-solving skills. Soul Reaver is an action-adventure game with an intuitive set of player mechanics, an innovative combat system, lush visuals, and RPG-type elements like character growth, ability acquisition, and story progression.

What are the most compelling aspects of the game?

The first thing that comes to mind is the data-streaming technology – this allows us to provide a seamless, interconnected game experience, eliminating artificial divisions of the game world (and the annoyance of load times). Once the player begins a game, we never want to disrupt the immersion of the game experience, or pull them out of their willing suspension of disbelief.

Besides providing a seamless experience, this technology also allows us a greater variety of creatures, sounds, music, and environments in a much smaller area. Most games have to keep an entire level resident in memory (thus the load times, and the often apparent lack of graphic variety in levels); by streaming the data off the CD, we only have to keep a very small, localized area in memory at any one time. Run down a hallway in Soul Reaver, and the environment can change drastically – without the player ever having been aware that data was being dumped and loaded.

Second, our world-morphing technology provides something players have never seen before. As Nosgoth's first "angel of death," Raziel can shift at will (more or less) between the spirit realm and the physical world; when he loses all his energy in the material plane, he is automatically forced back into the spectral realm. In the game, these two realms exist simultaneously, the spectral plane being an eerie, expressionistic, "twilight" version of the physical world. During these plane-shifting events, the entire environment morphs in front of the player's eyes – the architecture twists and distorts, the lighting changes, and the denizens of the area fade in or out, depending on their planar affiliation.

Third, Soul Reaver offers an innovative combat system, which allows players to easily interact with enemies in a full-free-dom 3D environment. By holding down the "autoface" button, the player can engage with and maneuver easily around enemies, sidestepping around them while planning an attack, and dodging and lunging easily to evade or launch attacks. Because Raziel's primary foes are vampires – and therefore only destroyable by impaling, sunlight, fire, or water -- the game also requires the player to formulate a plan of attack, to find weapons or use potentially-fatal elements in the environment to his advantage.

Finally, behind all the action is a complex storyline, conveyed primarily through in-game cinematic events and voice-over. I think players will be impressed by the quality of the script and the voice-acting in Soul Reaver – the voices are all provided by talented, experienced actors (most of whom are reprising their roles from the first game), and the voice direction and casting were provided by highly-respected industry veterans.

How big is the game? How long will it take players to finish it?

Geographically, the game is huge – but Raziel moves at a pretty good clip, and the placement of Warp Gates allows the player to teleport across the game world fairly easily.

In terms of hours of gameplay, it will depend on how a player approaches the game. Players who proceed from one major goal to the next, without revisiting previously-explored areas to find bonus levels, will probably get 35-40 hours out of the game. For players who take the time to find all the bonus items and hidden glyph spell levels, the game should provide over 65 hours of gameplay.

Any tips for playing the game? Secrets or hints?

Mainly, players should remember that the game is all about freedom of exploration – each time Raziel receives a new ability, the player should explore areas previously visited to discover power-ups, spells, etc. The player can charge right to Raziel's next goal, if desired – none of these bonus areas are required to finish the game – but the player will have a richer (and longer!) gaming experience if they revisit previously-explored areas with new abilities.

So keep your eye out for locations that seem suspicious, and areas that you can't get to yet – make a mental note of these, so you can return later when Raziel earns a new ability. Each of the new abilities opens up previously-inaccessible areas – so if there's a gate you can't get through, an unreachable opening high up in a wall, a suspicious-looking window, an area you can't reach without swimming, or some odd apparatus that you can't operate yet, it probably means there's a bonus item, or a new area to be unlocked, nearby.

Secondly, don't forget to autoface those enemies! Soul Reaver's combat is built around the autoface system – you can fight enemies without using it, but the experience is much richer if you take full advantage of the autoface button.

And finally – when in doubt, shift into spectral. If you think you're stuck, the twisted architecture of the spectral realm may provide the clue that you need to progress.

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Army Men: Air Attack

Publisher:	3DO
Developer:	3DO/Cyclone Studios
Players:	1-2
Genre:	Action
% Done:	75%
Release:	November 1999
Also On:	PC
Web Address:	www.3do.com www.armymen.com

The Good: Toy helicopters with rockets launchers are cool.

The Bad: The tan army.

And The Ugly: The mutant bugs that you let loose.



The action is set at a pretty fast pace, putting your reflexes to the test. Thankfully the frame-rate is quick enough to keep up with it all.



The overall graphics are also a standout feature with crisp textures and fancy explosion effects detailing plastic carnage.

INSPIRATION

Art imitates life, imitates art

Air Attack's FMV is modeled after U.S. propaganda reels from WWII. Sarge himself is modeled after General Patton, and he even mimics the famous speech from the motion picture.

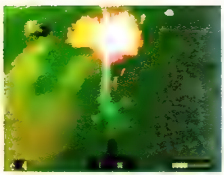


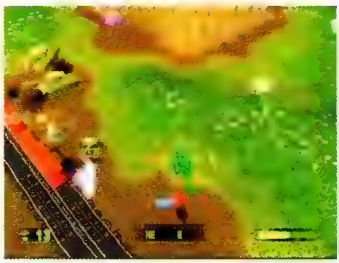
On a bit of a side note, a Patton doll was released recently as a part of the classic G.I. Joe line of toys.



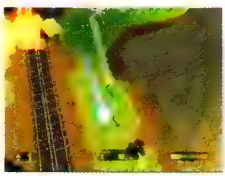
Army Men 3D was great for those fans of infantry action, but what about sky combat? You know, death from above and all that? That's where Army Men: Air Attack comes in. Reminiscent of Electronic Arts' Strike series, Air Attack has you taking control of one of four helicopters while carrying out your mission objectives. These tasks range from your standard search and destroy sorties to more convoluted goals like air lifting apples and playing bodyguard to supply trains.

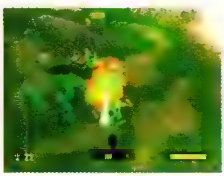
You take control of the green forces (the good guys) who must once again answer the threat of the tan army. You'll also have the additional problem of insects that must be dealt with. You have the option of either destroying them outright or using them to give the tan army a rough time. For instance, flowers attract bees so if you use your helicopter winch to move a daisy next to an enemy camp, the bees are sure to follow. Being the rotten bad guys they are, the tan army has performed experiments on some of the insects transforming them into unruly mutants. Fortunately for the green, you can set the bugs free, and they will proceed to turn on their tormentors.





As the missions progress, you will be able to access other helicopters and co-pilots. You start out with the standard Huey and move on to the Chinook, Super Stallion and the ass-kicking Apache. Depending on your chopper, you can use weapons like swarm rockets, homing rockets, machine guns and even napalm. Each co-pilot has a specialty and the key to success will be determining which one suits your mission the best. Perhaps the most interesting aspect is the multiplayer capabilities of the game. You can play a co-op game or go head to head in a special capture the flag-style matchup.







PREVIEW

2.5 million The number of copies Grand Theft Auto has sold worldwide

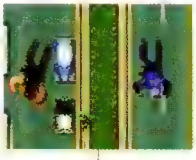
Grand Theft Auto 2

Publisher:	Rockstar
Developer:	DMA Design
Players:	1
Genre:	Action
% Done:	80%
Release:	October 1999
Also On:	PC
Web Address:	www.rockstargames.com www.gta2.com

The Good: DMA has made GTA2 with more of a focus on strong gameplay than on fancy graphics...

The Bad: ...but those graphics sure do look pixelized and outdated.

And The Ugly: Running over innocent pedestrians for points.





Grand Theft Auto 2 takes the GTA world into pseudo-3D territory with slightly fewer sprites than before. One neat "3D" effect is when you blast yourself sky-high by firing off a rocket too close to home—you scale toward the screen flailing your arms around.

The original GTA did quite well in worldwide sales considering it received such bad press because of its adult nature. If negative press is any indicator of sales though, GTA 2 should sell tons since it has even more violence than GTA.

But GTA 2 isn't strictly about violence—there is a game underneath that stuff, you know. So off you go, taking on job after job of various criminal natures, killing and maiming along the way in different types of cars with different types of guns. Overall, there are three levels, with around 25 jobs and mini-jobs per level—an even more robust package than the original. There are also mini-games for points.

This time around there's only one city to cause havoc in—but there are multiple gangs within the city, so it balances out. Like any good criminal, you don't really work for any one gang. Instead, you align yourself with them by completing jobs or doing bad stuff to a gang's enemy. Of course, by helping one gang, you usually upset another. You can tell how you're faring with a particular gang by your Respect Meter. When it's low with a particular gang, they'll start blasting with no delay. Nice thing is, your gang chums will come defend you.

Like the first, there are tons of vehicles to jack, each having its own feel. GTA 2 also has special vehicles. For example, if you're driving a taxi, you can actually make money from picking up fares. Same goes for the ice cream truck, except you pull up to the curb and sell some frozen delights for cash. You can then use this extra dough to trick out your vehicle with Spy Hunter-esque upgrades, or simply get it painted to confuse the 5-0.

But the cops won't stay away for too long—they're smarter in GTA 2 than in the original. If you cause too much damage or kill too many innocent folk, you'll be chased (there are *some* consequences to your actions after all). The more bad stuff you do, the worse it gets—so much so that eventually the feds will come to town, and then the army. But you *need* to kill and destroy for points and money...so the game is a 30- to 40-hour-long balancing act really.

BEHIND THE SCENES

Movies And Music



GTA2 features an extremely well-produced nine-minute short film before the game, which highlights many of the game's criminal activities (like stealing vehicles, escorting crime lords around town, being chased by rednecks, etc.). Some say this short will be nominated for awards. On the audio side of things, all of the hilarious radio chatter and original music in GTA 2 is being handled by Rob Playford, founder of U.K.-based Moving Shadows records. Among other accomplishments, Playford has also produced albums for drum 'n bass pioneer Goldie.









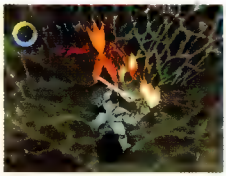


The jobs in GTA2 will have you driving all over town, trying to avoid the fuzz. In one particular job a crime boss calls you up and tells you about a half-rate pizza he just got from this pizza place. Now your job is to blow the place up with some explosives. Another job is much less violent, but almost as criminal: Deliver a couple of working girls to the mayor's house. Sweet.

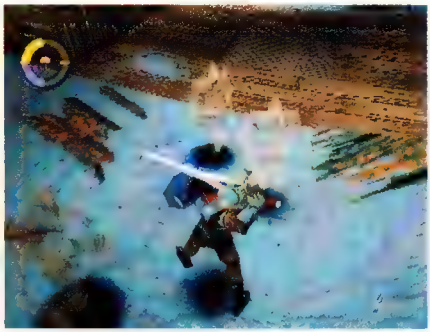
PREVIEW

Crusaders of Might and Magic

Publisher:	3DO
Developer:	New World Computing
Players:	1
Genre:	Action
% Done:	60%
Release:	December 1999
Also On:	None
Web Address:	www.3do.com www.mightandmagic.com
The Good:	It's from the world of Might and Magic...
The Bad:	...but it has nothing to do with previous M&M games.
And The Ugly:	The way body parts fall off struck enemies.



You can power up your weapons with magic properties. Fire, water, lightning and earth are just some of the possible enhancements spells.



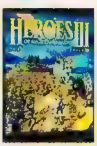
Not only do you do battle with regular undead, but you have to man up against ghostly spirits. How do you hit them?

HISTORY LESSON

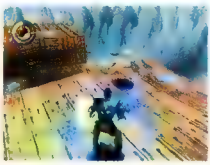
Mighty Spin-offs

The Might and Magic series has been around for a long time on the PC, and it has seen some interesting spin-offs in the last few years. The Heroes of Might and Magic off-shoots (turn-based strategy games) departed most from the RPG format of the original series up until Crusaders of Might and Magic came along.





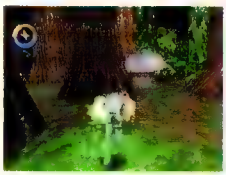
The Might and Magic series has been around for what seems like ages and although some of the earlier installments made their way to consoles before, never has one been specifically tailored for a home system. Crusaders of Might and Magic takes the action to a format Tomb Raider fans can easily identify with, but don't let that fool you into thinking this will be about moving blocks and mindless action. Although there are dungeons with devious traps and barricades, expect a more traditional action-RPG feel to the game with vast amounts of weapons, spells, armor and magic to select from. Your character grows like it would in an RPG, with multiple level progression. Your character will also learn new spells, gain abilities and become stronger as he makes his way through the game.

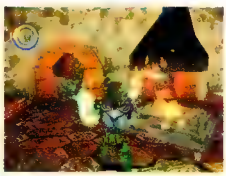


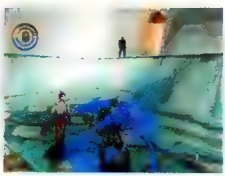
The title's pedigree has given it a built-in depth in terms of specific monsters and spells as well as the whole Might and Magic world of legend. There will be five distinct worlds, each with different levels and specific quests. The action is non-linear so you can go back and forth between these levels as well as worlds. The variations in monsters won't just be superficial either, since they are all unique in one manner or another. This means they not only attack in separate ways, but they also have distinct weapons and magic. As in any good adventure game, there will be plenty of characters to interact with, all of whom will advance the story.

Developer New World Computing is trying to make sure all of this is backed up with some eye candy so expect plenty of snazzy lighting effects for the magic spells. They are also stressing how each world will have its own look and feel with realistic environment textures. We're seriously hoping they can pull out something better than Eidos Interactive's god-awful Deathtrap Dungeon.









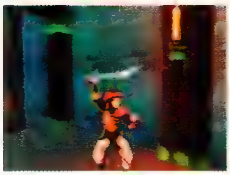
DID YOU KNOW?

The last prince of Ancient Persia was Arses, son of Artaxerxes III. Arses was a descendant of Xeres, one of the great Persian Kings. When Arses was slain around 330 BCE, Darius III took over. Darius was later conquered by Alexander the Great, ending the Persian Empire.

Prince of Persia 3D

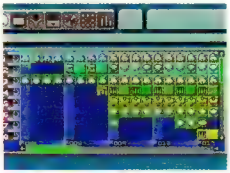
This action-oriented PlayStation Prince of Persia will have you running around Persian-styled palaces, dungeons and mystic ruins in order to save your princess. Of course this time everything is in 3D. **Mindscape** and **Avalanche Software** say this version is specifically being made with PS gamers in mind—instead of it being a straight port of the PC version. The game should be released sometime in the **first half of 2000**.

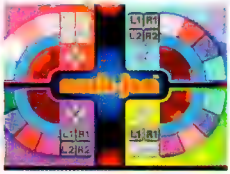





MTV Jams: Music Creation

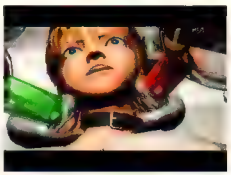
Sample sequencing software has proven to be a huge boom area on the PC and on the Mac, but until U.K. publisher **Codemasters** got in on the act, it was notably absent on consoles. Pull samples and loops off the CD and sequence them up to make your own tunes by arranging them on a simple grid pattern. It's alarmingly simple, and can produce some professional-sounding results. Watch for it in **November.**

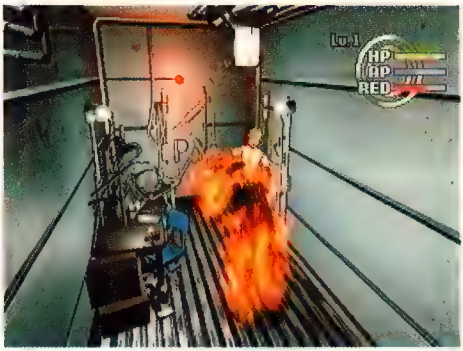


Galerians

You awaken one day to a world gone insane. The darkness which surrounds you is overwhelming and absolute. There are no weapons with which to escape, and no survivors to assist your flight. All you have are your wits and your newfound psychic powers to help you survive. **Crave** is localizing this psychological thriller adventure which is being published by **Ascii** in Japan. Stay tuned for more next issue!







SERIOUS CRIME...



DESERVES SERIOUS PUNISHMENT

- 30 explosive land and air combat missions
- 5 heavily armed vehicles
- Twice the firepower of the original
- Free-roaming, full 3D environments

G-POLICE
WEAPONS OF JUSTICE



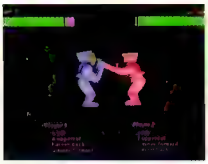
PlayStation

PSYGNOSIS

TEEN
CONTENT RATED BY ESRB

MAXIMUM FIREPOWER : ZERO TOLERANCE **WWW.GPOLICE.COM**

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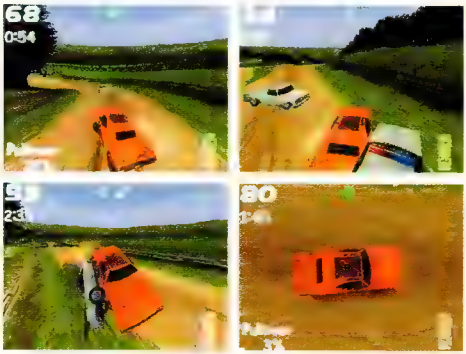


FIGHTIN' ROBOS

You and a friend can duke it out Rock-em Sock-em robot-style over the Net at www.tomorrowfund.org/swgameo1.html.

Dukes of Hazzard: Racing for Home

This **SouthPeak** title is early but plays a bit like NFS: HS's Pursuit Mode. Missions include: delivering late mortgage payments, rescuing Daisy, chasing car thieves and more. Due out in **November**, the game is packed with cars, characters and plots taken straight from the show.



BoomBots

Think of the characters and comedic style from Clayfighter, with the arenas from The Unholy War—what you get is BoomBots. Coming from **The Neverhood** and **SouthPeak Interactive**, this 3D fighter features a cast of robots, each with a variety of special moves and wacky quips. In fact, the entire game seems pretty...how can we put it...unique—but it is from The Neverhood after all! It's slated for a **November** release.



Test Drive Le Mans

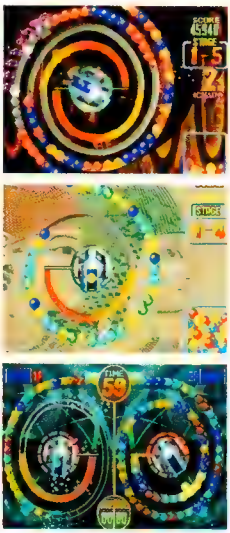
Infogrames has become quite ambitious with their Test Drive series. Their latest venture, Test Drive Le Mans is set for an **early 2000** release. As the official licensed game of the Le Mans circuit, TDLM is packed with 48 cars (GT1, GT2 and prototype classes), 24 teams and real-time environmental effects such as day-to-night lighting and weather changes. Two-player and Dual Shock are operational as well.



Ballistic

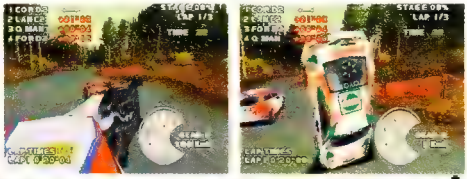
Very much like the Bust-A-Move series, Ballistic has players shooting colored balls out, trying to match up three or more of the same color. This time, however, the balls are piling up on a spiral rail, and when they hit the center, you lose. If disappearing playing pieces causes other balls to collide together and cause matches, you form high-scoring combos. If you set things up right, you can start off huge chain reactions.

Ballistic is due out in **October** from **Infogrames**.



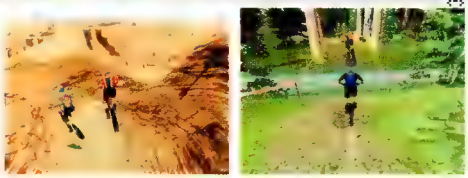
V-Rally 2

The sequel to Europe's number-one racing game of last year, (four-player ready) V-Rally 2 is poised to win the hearts of American rally fans. Take your pick of 16 licensed and 10 historic cars for racing on more than 80 stages in 12 different countries! Arcade, Rally Championship, V-Rally Trophy and Time Trial comprise the game modes. **Electronic Arts** plans to release this **Infogrames**-developed title in the **fall of 2000.**



No Fear Downhill Mountain Biking

Hey, are you into downhill mountain biking? If so you'll probably dig this **November** release from **Codemasters**. Here's an extreme sports title devoted entirely to downhill mountain bike racing. The game features eight racers, 25 courses and tricks galore. Players compete for trick points and overall best times. Two-player split screen and Tourney Mode could be the highlight of this hardcore biking experience.



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A SONIC BOOM

SONIC THE HEDGEHOG THE MOVIE

dub: $19.98 dvd: $29.98

Everyone's favorite hyper hedgehog returns in an animated spectacular that will blow its fiberican counterparts right off the tube. Sonic races deep into the heart of Robotropolis to save the planet and comes face to face with an evil robot version of himself, crafted by his diabolical arch-enemy Dr. Robotnik. Speed, buddies, romance, humor, high-tech and cool blue attitude combine to form A.D.V. Films' *Sonic the Hedgehog*.

SAKURA WARS 2

dub: $19.98 sub: $29.95 dvd: $29.98

DVD contains all four episodes.

The second Demon War is upon us. But the beautiful Spirit Warriors have trained hard and look forward to meeting the armies of mechanized soldiers on the battlefield – if they can stop fighting each other. When a dashing young naval officer is installed as the new commander, the stakes are raised even higher. Can love stop an army of demons, or will jealousy rule the day? Find out in the explosive *Sakura Wars Vol. 3*.

BUBBLEGUM CRISIS TOKYO 2040

dub: $24.95 sub: $29.95

Armed with the most incredible combat suits ever designed, the Knight Sabers wage a desperate war in the shadows, combating the monstrous by-products of technology run amuck with courage, sweat and blood! Theirs is a deadly trial by fire as the acclaimed cyberpunk masterpiece, *Bubblegum Crisis*, is reborn in an all new series!

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BUBBLEGUM CRISIS: TOKYO 2040 JVC / AIC



60 Percentage of NASCAR fans who sport a mullet haircut as well as a mustache.

NASCAR Rumble





Hey ya'll, the lowdown on NASCAR Rumble is that it plays a lot like Need for Speed: HP. The title offers NASCAR—cars, trucks and legends of the past. Each of the six race locations has three tracks for a total of 21 events. The goal of NR is arcade-fueled fun. Cars and courses will feature hot-rod upgrades, shortcuts, breakable objects and cool sound effects. Check out this **Electronic Arts** title in **March 2000**.

TNN Motorsports Hardcore TR





Remember Hardcore 4x4? It didn't look anything like this. Judging from these shots, Hardcore TR looks more like a flat-road racer. Ten tracks each with three variations—forward, backward and multiple path, challenge players in Single or Two-player Mode. Take your pick from 25 off-road and hot-rod trucks. Race in a variety of conditions including snow, rain, darkness and mud. **ASC** will release this game in **November**.

TOCA 2

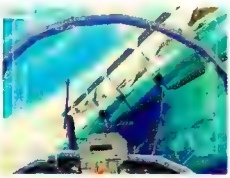


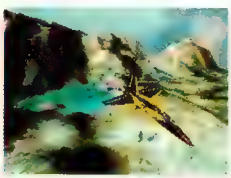


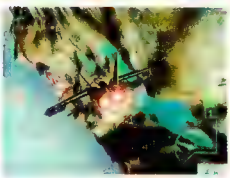
The popular touring car racing game from **Codemasters** in the U.K. (released here by 3DO) has spawned a sequel. Already storming up the charts there, it looks set to be released in the U.S. by an as-yet unnamed publisher. Featuring new cars and enhanced physics models, it's a surprisingly realistic racer featuring Euro faves such as the Volvo S40, Nissan Primera, Peugeot 406 and Ford Mondeo. Watch for it in **October**.

Jet: X

Curly Monsters, a team of ex-Psygnosis game designers and programmers, is developing this one. Recently **Infogrames** came aboard as publisher. The game is best described as a jet racing game with incredible WipeOut XL-esque graphics and fast-paced gameplay. Look for it in the **first half of 2000**. On a side note: Curly Monsters is very impressed with the PlayStation 2 technology, so that means...







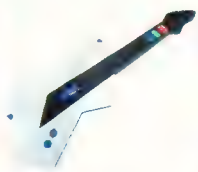


Guitar Freaks

It may not be the most popular of **Konami**'s Bemani series in Japan, but Guitar Freaks rocks. The idea is to play the notes on your controller (either the kickass guitar controller or the regular pad) as they land on the bar at the top. Sounds easy, but it's not! There are 25 songs here, most of which you unlock by passing the game's normal and hard modes. Guitar Freaks is **available now** in Japan—and maybe the U.S. if Konami America realizes just how much potential it has here.









Who are Curly Monsters?

Jet: X is being developed by Curly Monsters. Why should you care? Well, the team consists mostly of ex-Psygnosis employees who helped create WipeOut and WipeOut XL. Both are kick-ass racers. They broke away because they didn't like the direction Psygnosis was going in.

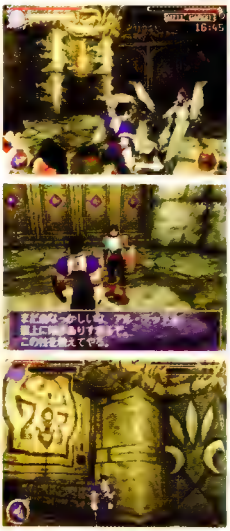
Runabout 2

Developer **Climax** has recently announced their follow-up to Runabout, their quirky arcade racer which emphasized chaos over finesse. You may remember the original Runabout; it was picked up by Ascii (now Agetec) stateside and renamed to Felony 11-79. Like the first game, you choose from a variety of vehicles (or motorbikes) and complete different tasks within the allotted time to move onto the next level and unlock better (or more interesting) cars. You'll have access to four initial sets of wheels, all based on real-life counterparts, to race through six new courses. Each level is divided into sections, but your goal remains the same – get from point A to point B before you're out of time, out of gas or a smoldering wreck. **Ascii** hasn't committed to a U.S. release date but expect a Japanese release this **winter**.



Brightis

Quintet's latest 3D action RPG combines puzzle and fighting elements from games like Zelda 64. Not only can you interact with a wide range of NPCs in the world of Brightis, your character will develop better stats and gain powerful spells. Those with a PocketStation can also look forward to a mini-card game. Given Quintet's excellent track record (Actraiser, Soul Blazer), Brightis could be that sleeper hit you've been looking for. **SCEI** will release Brightis in **October** in Japan.



Tondemo Crisis

Are you looking for a game that's so completely absurd it makes even Rising Zan look mainstream by comparison? Well, your search is over. Welcome to the world of Tondemo Crisis, developed by **Polygon Magic**. Live a day in the life of a not-so-ordinary family trying to get home in time to celebrate grandma's 81st birthday. Tondemo manages to parody just about everything pop culture, from dance games to snowboarding generica; from *E.T.* to *Raiders of the Lost Ark*. Import it **now**. Indeed, buy it for the excellent Tokyo Ska Paradise Orchestra soundtrack.



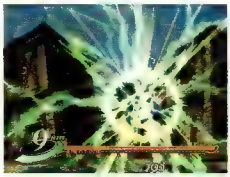
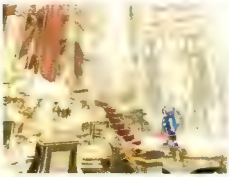
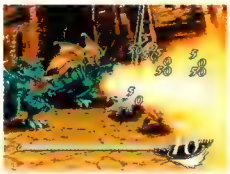
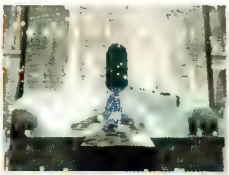
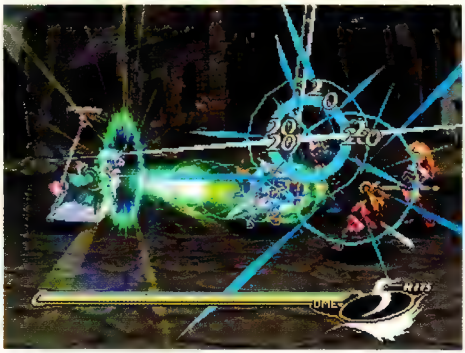


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Something for all of You

Valkyrie Profile

Tri-Ace's ambitious RPG Valkyrie Profile is looking very nice indeed, and judging from these battle screens, we simply can't wait. If you missed our quick coverage in News last month, you assume the role of a Valkyrie out of Norse myth and collect souls to train for battle in the ethereal plane of Asgard. Combat will be a mix of real-time and turn-based battles on a 2D plane. **Enix** has VP slated for a **winter** release.

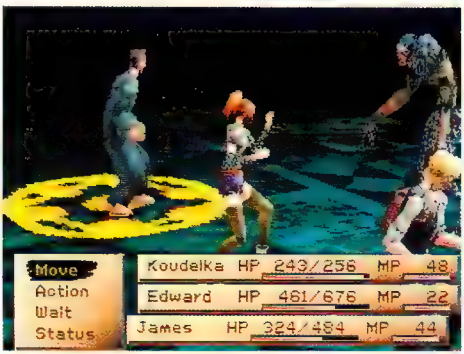









Koudelka

As if DQVII and Valkyrie Profile weren't enough this **winter**, RPG fans worldwide can binge on the beauty of **Sacnoth's** Koudelka, published by **SNK** in Japan. Not only is this game developed by former employees of Square, it's also being billed as a "horror RPG." By combining gorgeous FMV and what we hope will be a solid combat engine, Koudelka could be the PlayStation's first great horror RPG.



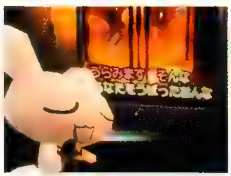



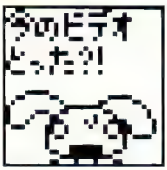




Doko Demo Issyo



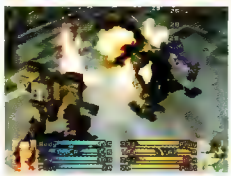




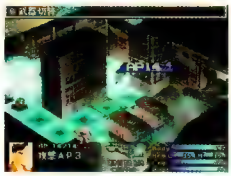
Loosely translated as "Everywhere Together" from the Japanese, Doko Demo Issyo demonstrates nicely that **Sony** is still the leading pioneer in the use of its own devices. It's a hybrid PlayStation/PocketStation game with no other goal than to spend time with your virtual friend (you can choose from three different types). Users can bring their animals with them for some Tamagotchi-esque antics on the road by dumping it to the PocketStation. Additionally, you can swap pets with the PocketStation's infrared port. The amount of time your pet stays depends on how well you guys got along; at some point, it'll leave you on its own accord. It's out **now** in Japan, and doing quite well.

Front Mission Third









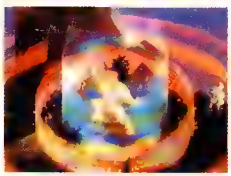
OK, FM Alternative sucked and FM2 had horrible load times, but it looks like **Square** has finally gotten it right the third time around. Like the original FM on the SFC, FM Third is a meticulous turn-based strategy sim set in the near future. As you progress through the story, characters under your control will gain levels and acquire new armament. Skip Assault Suits Valken 2, this is the real thing. FM Third is available **now** in Japan.

Saiyuki



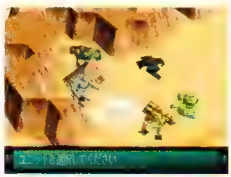






One of the oldest Chinese myths makes its way to the PlayStation in the form of an RPG. **Koei's** been keeping the lid tight on Saiyuki (Journey To the West) but if it follows traditional mythology, you're in for a hell of a ride. You control a party of four adventurers, led by the great Monkey King, on a sojourn that will take you through the giant palm of Buddha. Saiyuki should be out by the **end of the year**. We'll keep you updated.

Zeus II: Carnage Heart







While **Artdink's** Carnage Heart never hit it big here in the U.S., there are still gamers to this day who swear by how hardcore it was. Carnage Heart combined 3D mech combat with an icon-based programming system to produce one of the most unique, and cerebral strategy games ever made. There was much ado in Japan over who could create the best combat programs. With Zeus II, Artdink has kept the philosophy of Carnage Heart intact while adding new modes and features. Aside from a full-blown story and campaign mode, you'll also be able to fight battles like a turn-based strategy sim. Don't worry, the 3D battles are still there; but by making Zeus II more accessible to the mainstream, Artdink may have a small hit on their hands in **October.**

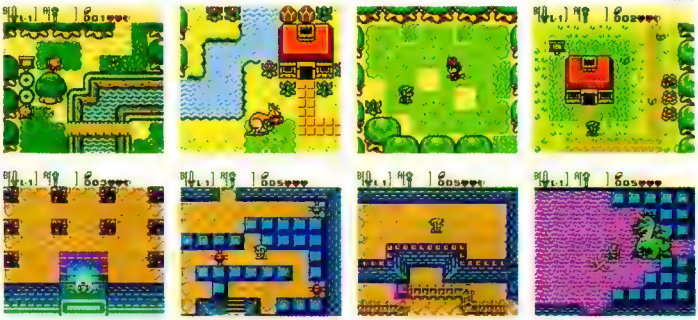
Your partners didn't make it to this mission. So waste anything that moves.


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Sega Dreamcast

PREVIEW

The Legend of Zelda:
Fruit of the Mysterious Tree

Publisher:	Nintendo
Developer:	Nintendo/Capcom
Players:	1
Genre:	Action/RPG
% Done:	70%
Release:	December 1999 (Japan)
Also On:	None
Web Address:	www.nintendo.co.jp
The Good:	Three new Zelda games for Game Box Color! Yes!
The Bad:	Graphics aren't improved much from Zelda DX...
And The Ugly:	Poor Link's gotta climb into that Kangaroo's sack...



Hot Rod

Check out the Rod of the Seasons in action:



Fans of The Legend of Zelda: Link's Awakening (and its color update, Link's Awakening DX) have plenty to be excited about. Nintendo has teamed up with Capcom to create three—yes, THREE—new Zelda adventures for the Game Boy Color, the first of which is scheduled for release in Japan this December.

Similar to Shining Force III for Saturn, The Legend of Zelda: Fruit of the Mysterious Tree (tentative name) is actually one big story broken up into three parts—a Tale of Power, a Tale of Wisdom and a Tale of Courage. Gamers can start playing from any of the three adventures (though Tale of Power, shown here, will be available first), and their actions in each will carry over to the others. Through a special "link system," save data for the three games can be interchanged (most likely via the Game Link Cable or Infrared Port), making for an endless amount of possibilities. Anyone who was fortunate enough to play through all three Shining Force III scenarios surely knows how incredibly cool this can be.

The story behind the new Zelda trilogy was developed by Flagship, the Capcom off-shoot headed up by industry veteran Yoshiki Okamoto (Flagship is most noted for their work on the Resident Evil games). This time, the evil Ganon has kidnapped Princess Zelda and stolen the Triforce of Power, and it's Link's job to get them back. Once Ganon hears of Link's plight, however, he divides the Triforce into eight pieces and scatters it throughout the land. As if this weren't bad enough, he also takes Hyrule Castle and its sacred treasure—the mystical Rod of the Seasons—and hauls it off to an "other-dimensional" world.

If any of this sounds familiar, that's because it is. Flagship basically took the story of the original NES Zelda and used it as a springboard for developing the story for Fruit of the Mysterious Tree. In fact, the logo for the Japanese version of Fruit is almost exactly the same as the logo for the original Legend of Zelda from the 8-Bit Famicom. The influence is not only obvious in the story, though. The actual game draws many references from old-school Zelda as well. While Fruit of the Mysterious Tree uses the exact same game engine as Link's Awakening DX, the graphical style—particularly in the dungeons—is extremely reminiscent of the first NES Zelda. Lots of old-school enemies have returned too—the demo version featured Octoroks, Wall Masters...even Aquamentus (you get a cookie if you actually know who Aquamentus is).

The demo version at Space World allowed you to mess around with the Rod of the Seasons, which was very cool. With it, you can change between the seasons (winter, spring, summer and fall...silly), which makes for lots of gameplay possibilities. For example, in one scene, Link tries to reach a treasure chest...but it's surrounded by trees and he can't get through. So what does he do? He uses the Rod to fast-forward to winter, where the trees are gone (presumably chopped down for firewood), thus giving him access to the chest. Pretty neat, eh?

Link will also get help from several allies, including the peculiar Ulra Tribe (who reside in the other-dimension where Ganon went), the Mysterious Tree (which "houses the spirits," according to Nintendo) and a witch's apprentice named Maple. He'll also get to ride in the pouch of a kangaroo named Ricky who can jump and has a punch attack ('cause all kangaroos are excellent boxers, right?)

All in all, this latest Zelda adventure is shaping up to be something spectacular. A U.S. release date hasn't been determined yet, but the Japanese version is due out in December (Tale of Power). The following two chapters (Wisdom and Courage) are expected to release sometime in the spring and summer, respectively. Stay tuned, Zelda fans—we'll have more on this exciting prospect soon!

So many rats. So many ways to exterminate them.

So what are you waiting for?



PlayStation

NINTENDO 64

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Developed by pure entertainment

EVERYONE E CONTENT RATED BY ESRB

PREVIEW GALLERY



Chae	VS.	Che
		EGM Editor
Nationality:		Chinese
Pet dog:	Korean	German Shepard
School:	Golden Retriever	San Jose State University
Fave Music Group:	Armstrong State University	Jackson 5
Fave Movie:	Janet Jackson	Mary Poppins
Likes to:	There's Something About Mary	Dance around in Soul Calibur until he can ring you out
EGM Rating:	Dance around the wrestling ring	7.5
	10	

(Unfortunately for our Che, he has nothing in common with Chae)



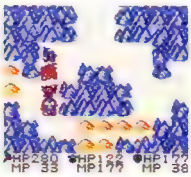
Dragon Warrior Monsters: Terry's Wonderland

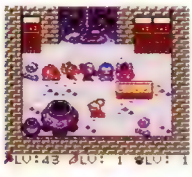












Dragon Warrior is back! This **December**, **Eidos** is planning to release the first Game Boy Dragon Warrior game (Dragon Quest in Japan), Dragon Warrior Monsters: Terry's Wonderland (working title). **Enix's** first portable DW game could best be summed up as classic Dragon Warrior meets Pokémon. In DWM, you play as Terry, a character from Dragon Quest VI, who sets out into a fantasy wonderland to rescue his sister Millieu who was kidnapped. In this land, he collects and breeds monsters to fight at his side while also trying to become the world's #1 Monster Master. With over 200 monsters to collect and breed, classic DW battles, a huge quest and 2P link play, DW Monsters is sure to be a hit with both DW and Pokémon fans alike.

Game & Watch Gallery 3





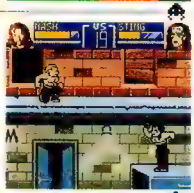


Nintendo's third Game & Watch Gallery collection is on its way. Due out this **December**, G&W Gallery 3 features five classic G&W games—Egg, Mario Bros., Donkey Kong Jr., Green House and Turtle Bridge, as well as the usual extras (Modern and Classic modes, hidden stuff in the Gallery, etc.).

WCW Mayhem





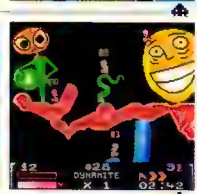


Like its PlayStation and Nintendo 64 cousins, this WCW Mayhem will have wrestlers duking it out all over the place, from inside the ring to back alleys and locker rooms. This cart will have fewer wrestlers (12), but it will support two-player play via link cable. WCW Mayhem is due out in **November** from **EA**.

Worms: Armageddon



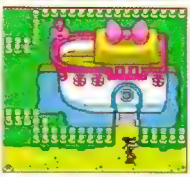




Worms: Armageddon is an addictive turn-based strategy game that has teams of little worms battling it out with a variety of weapons, from Uzis to homing missiles. This portable version will feature two-player link cable play and is due out the first part of **next year**, from **Infogrames**.

Magical Tetris Challenge







Capcom's portable version of the N64 cart has a few new features, like an adventure game story mode and a new piece that lets you fire down little one square blocks to help fill in those unsightly gaps. Of course, normal "Classic" Tetris is in, as well as two-player support. This is due out in **November**.

Insanity Is Just A State of Mind

THE STRUGGLE WITHIN

CLOCK TOWER II







Dueling personalities and multiple dead-endings lead you through an all-new "goryline" of thrills-and-chills. Terror reigns you in and horror holds you down, as you let out a blood-curdling scream against the insane pain that has become the bane of your existence. Also, with vibration function compatibility, nail-biting becomes almost impossible, as the shaking of your hands is equaled only to the shaking in your boots. So, you are cordially invited into a world where death comes unnaturally...and often.

The horrifying sequel to the original Clock Tower

- Multiple enemies and a main character plagued by split personalities
- Vibration function compatible



- 13 different endings
- Great sound & graphics
- Fast-paced storyline and more strategy

PlayStation

agetec.com

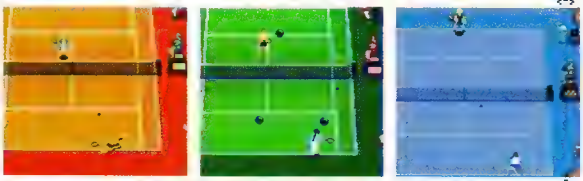
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MATURE M

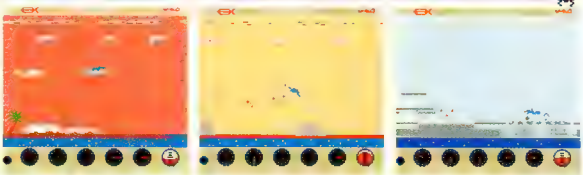
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All Star Tennis '99



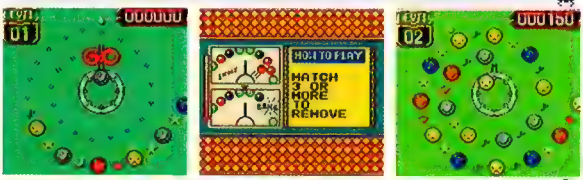
This GBC version of AST '99 is quite similar to its big brother. Eight pros (Chang, Martinez, etc.) and four original characters play on eight different court surfaces. Seven shots plus one special are available to each. Quick ball speed, link and Bomb Mode round out the features of this **October Ubi Soft** release.

Wings of Fury



This **Mindscape** title is based on the classic Apple/PC game of the same name. As a WWII-era fighter pilot your objective is to escort damaged aircraft carriers to safe waters. Earn points for completing dogfights, sorties and bombing runs. WoF is a **fall** release title for GBC and standard GB.

Ballistic



Think Bust-A-Move—except without the cute little dinosaurs. And instead of everything hanging from the ceiling, the balls are spiraling out of control toward the center of the screen. Coming in **October**, this **Infogrames** and **Mitchell Corporation** puzzler has a two-player mode that utilizes the link cable and more.

Mr. Nutz



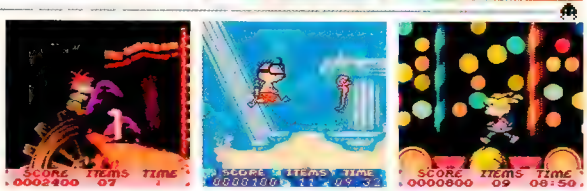
In **November**, **Infogrames** will unleash one of its oldest heroes for the Game Boy Color. Spawned from a Genesis game released by Ocean sometime in the 16th century, it sees the hero (a cute, cuddly, nut-obsessed squirrel) bounce around platform levels in a style only seen several thousand times before.

BattleTanx



How do you take something like BattleTanx on the N64 and put it onto the Game Boy Color? Simple—make it from a top-down perspective. Hence, it looks like the tank part of the arcade game Tron...and that's a good thing. This **December** release from **Lucky Chicken** and **3DO** presents the task of saving all of mankind from post-apocalyptic extinction. The mission-based action takes place in 15 different major U.S. cities. You'll have access to several different tanks and a good deal of weaponry.

Rugrats: Time Travelers



It looks like the characters from the award-winning cartoon—even Baby Dil—have come across a time machine in a local toy store. The kid-friendly title incorporates several different types of genres into its 10 levels on one little Game Boy cartridge. Look for it this **winter** from **THQ** and **Software Creations**.

Crisis Zone

Continued on p 160

Namco
Namco
1
Light Gun
100%
October 1999
None
www.namco.com
The exhilaration of firing a machine gun.
It isn't on Naomi.
The scene of the crime after you've left your mark.







Almost every object in Crisis Zone reacts to being shot. Here (left), an enemy soldier cowers behind his bulletproof shield as it buckles and dents like tinfoil under the strain.

SINGLE PLAYER

Solo Crisis



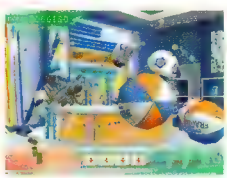
Unlike Time Crisis 2, Crisis Zone can only be played in one-player mode. Since you're in a squad of five, you'll often see teammates firing back at the enemy. At times, you'll need to cover them as they advance. Given the limited development cycle for Crisis Zone, Namco opted to concentrate on creating the best single-player experience possible. By not spreading themselves thin with a two-player game, Namco was able to focus on improving the game's graphics and backgrounds. We've also caught ear of a rumor that Namco is planning to port Crisis Zone to the Dreamcast, which in itself is more powerful than System 23. Possibly... especially with Namco now doing Naomi arcade titles!

Namco has always been about refining rather than defining. Their biggest arcade titles have consistently upped the ante on existing genres—everything from driving, riding, fighting to shooting, skiing, dancing, you name it. And to their credit, Namco was first with the notion that arcade and consumer development should reach a perfect compromise so both parties benefit. With their System 11 board, Namco singlehandedly dominated both arcades and consoles; they gave coin operators an affordable (and profitable) alternative to Sega's high-end Model 2 games, while ensuring that home conversions on the PlayStation were flawless and identical. Namco's latest wonder, Crisis Zone, is not only a marvel of software engineering, but quite possibly a final hurrah for System 23 (which also housed Time Crisis 2). For Crisis Zone, Namco aimed to simulate the power of a machine gun; and in typical Namco fashion, they've taken a sub-genre and refined Crisis Zone to be one of the most exhilarating shooting games ever.

The "crisis zone" in question is Garland Square, a megamall complex just outside of London. It's been recently discovered that the terrorist group URDA is developing an underground nuclear reactor beneath the mall. Further investigation has revealed that URDA plans to destroy London with a meltdown if the authorities refuse to cave into their demands. As one of the five elite members in the STF assault group, your job is to infiltrate and avert a potential global disaster. While none of the characters from previous Crisis games ever carry over to their sequels, the goal of the series remains the same. Shoot your onscreen enemies before they get the chance to squeeze off a shot on you.

Crisis Zone has three major points of departure from previous Time Crisis titles. The first immediate difference is that this time around, your standard weapon is a fully automatic assault rifle. Gone are the days of wimpy pistols in the heat of battle. Your weapon has a magazine capacity of 40 rounds, but be careful though—40 rounds can go mighty quick. Spraying an area with gunfire might give you a rush, but it isn't always effective, better to focus your fire

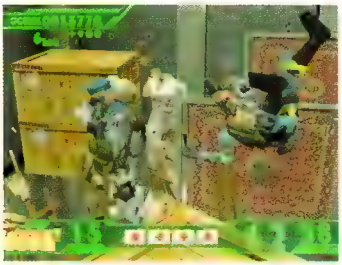





DID YOU KNOW?

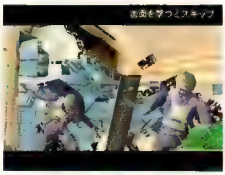
Crisis Zone is the first light-gun game to actually eliminate that annoying on-screen flash when you pull the trigger. The game has a built-in laserscope for the gun to help you aim better!

Continued from p.159

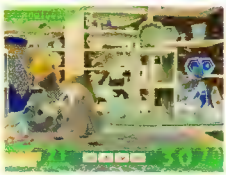


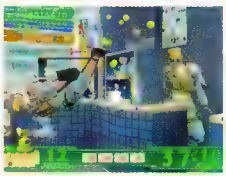














on single targets. To compensate for your boost in firepower, all enemies in Crisis Zone are now equipped with full body armor. Whenever they take damage, a lifebar that appears above their heads will show you how much health they have left. Unlike Sega's Gunblade series, the machine gun in Crisis Zone is attached to the cabinet with a cable. This means that you'll have to cradle this baby in your arms while you fire and forget. Combine the actual weight of the weapon with the tactile kickback when you pull the trigger, and you have one of the most realistic shooting games ever. We've come a long way since Operation Wolf.

The second major shift in the Time Crisis paradigm is the pacing and flow of the action in Crisis Zone. In previous games, you went from scene to scene and remained stationary throughout most of the action (this was most evident in the first Time Crisis). In Crisis Zone, you're constantly in motion. To retain the same "poke and shoot" gameplay of its predecessor, you now hide behind an armored shield when you reload. This design decision makes Crisis Zone faster-paced, more realistic and a much more dynamic affair.

Finally, Crisis Zone differs from Time Crisis 1 and 2 in that its environments are now more interactive than ever. Nearly everything is destructible. Everything. Namco spared no details when they created Garland Square. To illustrate what we mean, check out the chaos in some of these screenshots. We learned after talking with Namco that most of the team's development time was spent in researching and perfecting the way objects and bodies behaved when they were struck by a volley of gunfire. Statues will dynamically crumple; rugs will ripple and fold; tennis balls, hats, stacks of paper, glass and much more will scatter and shatter to the whimsies of your gun.

Crisis Zone is made up of three non-linear levels (you decide your point of entry and the game will unfold accordingly) and a major end-boss level. The game will also rate your performance on a stage-by-stage basis and adjust the difficulty to best suit your experience level. It's time to bust a cap.









A variety of baddies will try to foist your heroics. Here, an assassin shows off what he can do with that long knife of his.



Dead Or Alive 2

As of press time, **Tecmo's** ambitious follow-up to Dead or Alive had already been testing in select arcades around the country. Like Soul Calibur, DoA2 goes a long way to reinforce the belief that Sega's Naomi and Dreamcast hardware is not only versatile but very powerful indeed. DoA2 will feature at least four new characters and a ton more moves than its predecessor. Since the first Dead or Alive wasn't received well by arcade goers stateside, Tecmo is still debating a U.S. release.





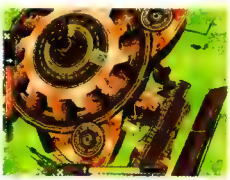
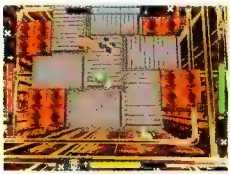
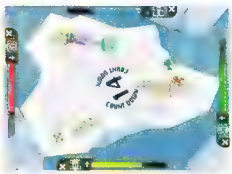
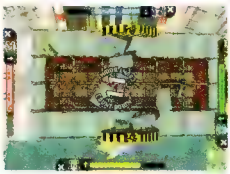
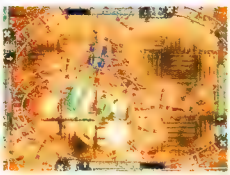







Ringout 4x4

The latest game off of **Sega's** Naomi factory line is Ringout 4x4, a four-player top-down perspective arena game. Your goal in the game is simple: knock your opponent's vehicles out of the ring and be the last man standing. There are a total of nine stages, each with varying themes, strategies and power-ups. This game is being developed by **AM1**—so far, Sega has not announced a release date.

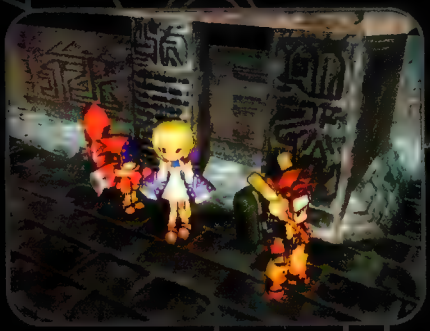

LET THE EVOLUTION
RATING PENDING
RP
Ubi Soft
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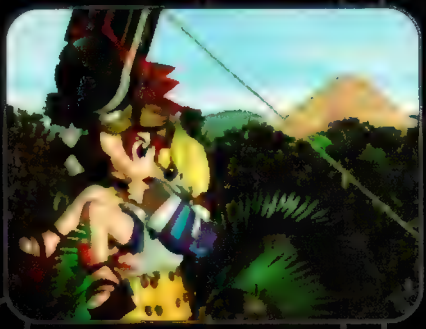
BEGIN.

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神機世界 EVOLUTION

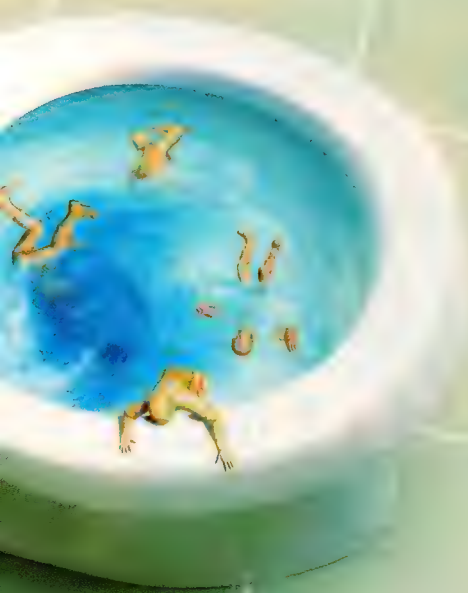
THE WORLD OF SACRED DEVICE

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After a Mission
Like This Comes
All the Paperwork.





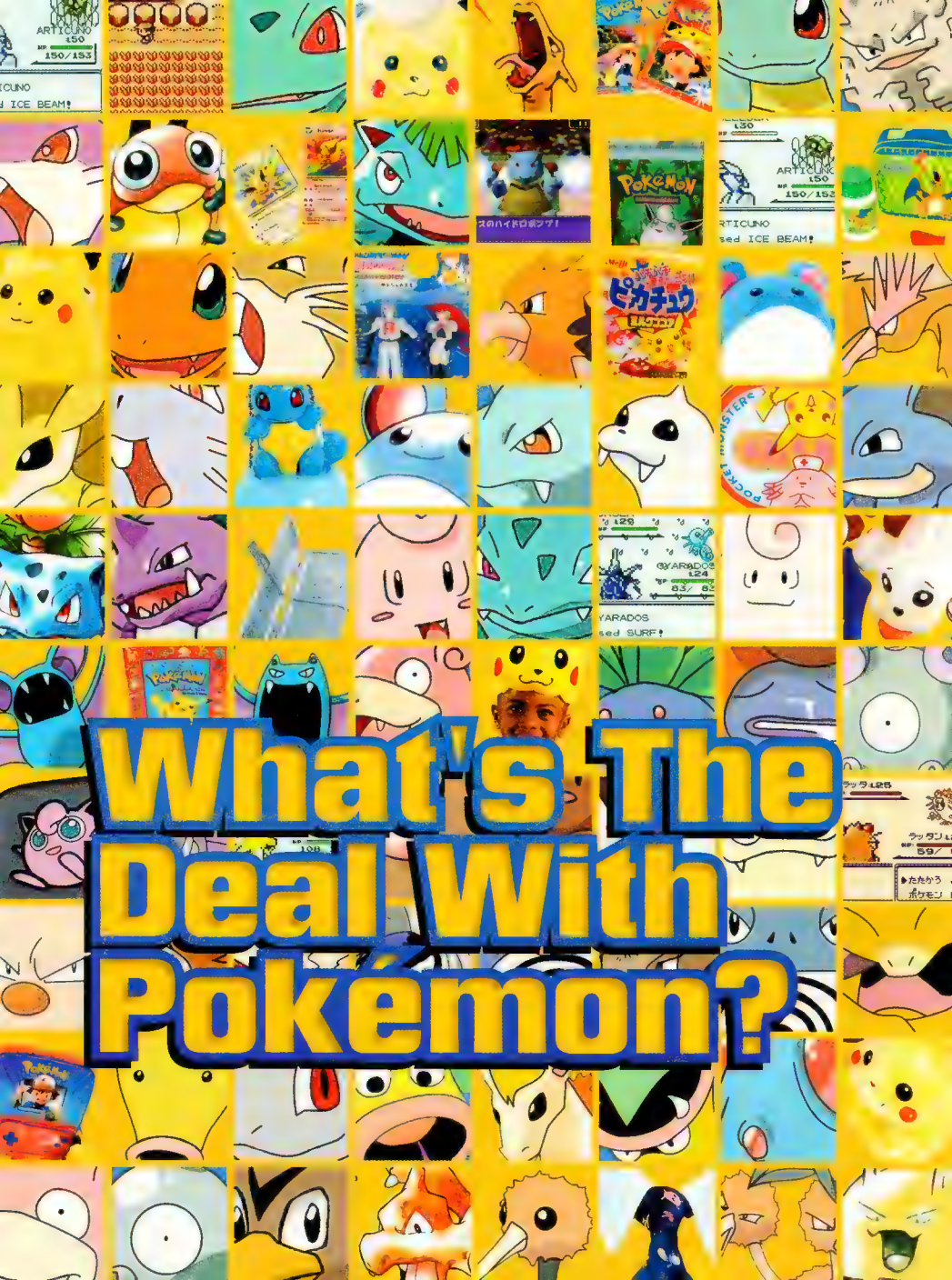
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What's The Deal With Pokémon?



It started as a Game Boy game. Now it's a billion-dollar business for Nintendo. Just what is all the fuss about? EGM examines the Poké-phenomenon.

The story something goes like this: When he was a kid in Japan, Satoshi Tajiri would stalk bugs. He'd capture them. He'd collect them in jars. He wanted to make them fight like the rubber-suit monsters of his favorite flicks. He wanted to catch them all. Sound familiar?

Now in his 30s, Tajiri, the founder and president of Game Freak, has taken this hobby and turned it into something bigger than a game, bigger than a movie, bigger than a toy line. The inventor of Pokémon, Tajiri has unleashed a global pop-culture phenomenon that has made more money than Poké-icon Pikachu can shoot sparks—$5 billion in worldwide merchandising sales. American gamers have bought 4 million copies of Pokémon Red and Blue. The animated series, now in its second season, is the top-rated kids' show in the country. Nintendo's Pokémon training tour crams malls with 10,000 kids at every stop.

And, yes, even though the number of Pokémon licensees is up to 90, the craze is still growing. "I don't even think the property has been fully taken advantage of by the industry," said Ed Roth, president of the NPD Group's Leisure Activities Tracking Services. "I don't think it's anywhere near its upside potential. There's a lot of pent-up demand." At this point, Pokémon faithful can get their hands on nearly anything emblazoned with Pikachu or his too-cute kin, including toys, T-shirts, comic books, ball caps, pajamas, backpacks, novels and lunch boxes—all items from heavy-hitter licensees such as Hasbro, Topps, General Mills, Viz and Pioneer. Nearly all the

Poké-Stuff

You can't walk into the grocery store without seeing a dozen Pikachus staring at you from as many different products. More than 90 companies are churning out Poke-wares, and we've scoured the globe for the best, the oddest and the rarest items. We even rate the stuff on our weirdness scale (right). Can you get it all?

what the?!

freakish

sorta odd

hmm...

tame



licensees are expanding their Pokémon lines. The first Pokémon flick—*Mewtoo Strikes Back*—hits theaters across the U.S. Nov. 12. Current speculation in the toy industry is that Pokémon could easily become this season's Furby. And, of course, Pokémon Yellow, Gold and Silver are on the way.

Not bad for a Game Boy game crafted by a skeleton crew of programmers and artists. Tajiri's first step into the world of video games came in 1981, when he won first prize in the TV Game Idea Awards, a Sega Enterprises-sponsored design contest. Later he became a game-industry analyst, writing about and critiquing games for his own magazine called *Game Freak* in 1982. In April 1989, he incorporated Game Freak, which has since designed and created games for the likes of Sony, Sega and Nintendo. In 1990, Tajiri began designing the concept and code for Pokémon. That's also when he started working with Tsunekazu Ishihara, president of Creatures, the Japanese game company that among other things produced the artwork for Pokémon and its 151 critters. During the six years it took to develop the project, Nintendo invested in the game and became co-owner of Pokémon in Japan.

The Red and Green versions hit Japan on Feb. 27, 1996. Accompanying merchandise included a weekly comic series but little else. Nintendo hoped Pokémon would boost the original Game Boy's lagging sales. It did a bit more than that. It sold nearly 4 million copies in 1997, topping newer titles like Square's Final Fantasy VII and the mega-popular horse-racing title Derby Stallion. To date, more than 12 million copies—split across four "color versions"—have been sold in Japan, putting Pokémon sales ahead of other high-profile PlayStation titles like Final Fantasy VIII and Metal Gear Solid. Japanese fans have bought more than a billion cards from the Pokémon trading card game, also designed by Ishihara. The animated series, which gained notoriety after one episode's strobe-light-like scene threw a few hundred kids into seizures (turns out the whole thing was blown out of proportion), is just as big a hit in its home country. It's spawned two feature films, the second of which has just finished a run in Japanese theaters. Japan's two toy-filled Pokémon Centers have lines out the door and down the block on weekends and holidays. And All Nippon Airways painted way-larger-than-life Poké-critters and logos onto several

Pokémon Camera

It's a standard 35mm camera and a whole lot more...well, not really. Mainly, it just prints all 150 Pokemon on the border of each pic.



Pokémon Thundershock

It's basically a little Pokémon one- to two-player pinball game, with Pokemon sounds and graphics on it.

Pikachu Milk Cocoa

This Japanese Pokemon milk chocolate treat is loved by all children. The Japanese Pikachu spoon is sold separately.



Game Freak Gameography

Most gamers probably aren't familiar with Pokémon developer Game Freak, but in its 10-year history this company—and its founder, Satoshi Tajiri—has designed games for the likes of Sega, Namco, Sony and Nintendo. Not bad for a small team that started in a tiny one-room studio. You may have played some of these titles, but none of them reached the kind of popularity in the states that Pokémon has. Here's a rundown of Game Freak's pre-Pokémon work:

Quinty (Famicom)
Released: June 1989 (Japan)
Publisher: Namco
An odd-looking puzzle game.

Jerry Boy (Super Famicom)
Released: September 1991 (Japan)
Publisher: Sony/Epic Records
This puzzle game stars an odd-looking blob of goo.

Yoshi's Egg (Famicom/Game Boy)
Released in the U.S. as Yoshi
Released: December 1991 (Japan)
Publisher: Nintendo
Yep, it's another puzzle game, except this time you line up monster eggs.

Magical Tarurot-kun (Sega Mega Drive)
Released: April 1992 (Japan)
Publisher: Sega Enterprises
A cutesy side-scrolling platform game based on a popular anime.

Mario & Wario (Super Famicom)
Released: 1993 (Japan)
Publisher: Nintendo
A puzzler similar to Lemmings, this game supported the mouse. It was supposed to come to the U.S. but never did.

Nontan and Issho Kuru Kuru Puzzle (Super Famicom)
Released: April 1994 (GB, Japan), November 1994 (Super Famicom, Japan)
Publisher: Victor Entertainment Inc.
You guessed it—another obscure puzzle game.

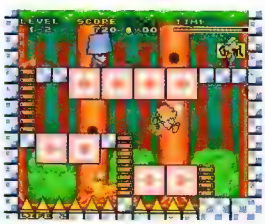
Pulseman (Mega Drive)
Released: July 1994 (Japan)
Publisher: Sega Enterprises
A side-scrolling action game similar to Sonic the Hedgehog.

Bazaar de Gozaru's Game (PC Engine)
Released: July 1996
Publisher: NEC Home Electronics Ltd.
One of Game Freak's most obscure titles.

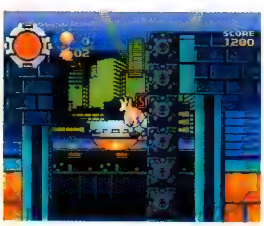
Stuffed Pokemon
Cute, cuddly collectible. Perfect for regular and hardcore Pokemon fans.



Yoshi's Egg



Mario & Wario



Pulseman



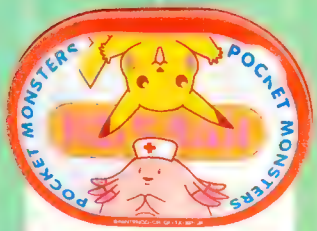
Pokémon Figures
Toy figures are always a popular item. Pokemon toy figures are even more popular. These Tomy figures are available in Japan.



Pokémon Candy
This flavored Japanese Pokemon Piffre candy is delicious and nutritious. Perfect while you're on the go playing some Pokemon.



Pokémon Toy Plane
This Japanese toy plane is based on the real-life Pokémon jet from All Nippon Airways. Rev it up and it rolls.



Pokémon Band-Aids
These bandages feature popular Pokemon. But there's something not right about associating these cute creatures with bloody wounds.

planes in its fleet to lure family travelers.

If the thought of a 30-foot Pikachu staring down at you from the hull of an airliner doesn't strike you as odd, consider this: Pokémon has followed the standard franchise formula backward. Instead of starting as a popular movie, TV show or comic book and then moving on to become a game (like Spawn, Batman, South Park, etc.), Pokémon started as a hit game and went on to become a hit TV show, movie and merchandising phenomenon. Few saw that coming, and when the Pokémon craze did hit hard, even the experts were surprised by the big Poké-boom. Roth said, "I expected when the concept was launched in the U.S. last year, not just the video game but the toys in general, it would probably be a nice success and generate 25 to 50 million retail on an annual basis, and then it would just fade as most of these fads do."

So what is the deal with Pokémon? There's gotta be something about this crude-looking black-and-white Game Boy RPG that captivates millions of pre-teen boys and adults, not to mention an unusually large audience of girl gamers. "I think it's the amount of depth and overall quality," said Gail Tilden, Nintendo's vice president of Product Acquisition and Development, who left her position as head of *Nintendo Power* to launch Pokémon in America. "It took six years for the creators to complete the game and all the original ideas and concepts and things about the RPG, the evolve system, the battling, the trading. It has so much depth and it's so carefully and creatively thought out, and I think that's appreciated."

We won't argue with that (we gave Pokémon great reviews, after all). But when it comes to the merchandising blitz, we have our own theory on why so many gamers want to buy so much Pokémon stuff: The game programs you to collect things. After spending 50 hours gathering 150 pocket monsters, the average player's probably pretty keen to get his hands on as much other Pokémon-related gear as he or she can afford.

The game's creators, however, say Pokémon's merchandising bonanza is more of a happy accident than part of any sinister plan to turn kid gamers into Poké-addicts. "Mr. Tajiri didn't start this project intending to make something which would become very popular," Pokémon producer and master game designer Shigeru Miyamoto told us. "He just



Pokémon Pokéball
A little five-game ball that you tilt around and play with. It allows you to "capture" all 150 Pokemon.

wanted to make something he wanted to play himself. There was no business sense involved, only his love involved in the creation. Somehow, what he wanted to create for himself was appreciated by others in this country and is shared by people in other countries."

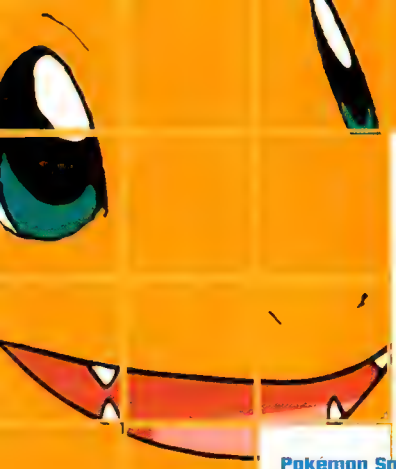
"Mr. Tajiri didn't start this project intending to make something which would become very popular." —Shigeru Miyamoto

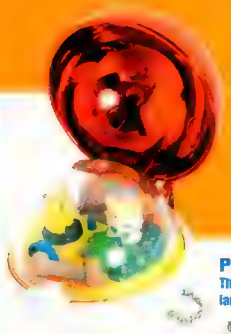
One of the main reasons Pokémon has become so popular with a mass audience of younger players is its emphasis on trading and battling. It's a social game that gets kids out of the house. Parents can't complain that their kids sit in front of the TV all day because, unlike traditionally popular home video games, you can take Pokémon anywhere. Nintendo Co. Ltd. President Hiroshi Yamauchi told a crowd at the company's Space World '97 exhibition, "I want people all over the world to play Pokémon. First in the U.S. But people in different countries have different tastes. So changes must be made, and we are working on that."

Even though Yamauchi was steadfast, Nintendo was never sure Pokémon's appeal in Japan would translate to American gamers. After all, it is a fairly complicated and unusual game, and Nintendo of America had few raw materials to build a Pokémon hype machine back when Red and Blue launched here last September. "We didn't have any artwork or TV shows as a reference," Tilden said. "We just had a Game Boy game. So we went to great lengths to localize the game, to make it just as intriguing for American players as in Japan." Tilden added that Nintendo actually had to reprogram Pokémon Red and Blue instead of just translating the Japanese text (which would explain many of the subtle differences between the U.S. and



Stuffed Marril
This Pokemon is from the upcoming Gold and Silver versions of the game. But for $60, you have to be pretty hardcore to order one.





Pokémon Keychain
This little wind-up Japanese Pokémon keychain is both silly and lame at the same time. The little Pokemon inside barely move!



Pokémon Sneaker
This one is for kids, so not all Poke-Freaks will be able to enjoy it. But it does look pretty cool.







Pyramid Poké-Bags
The regular backpacks are acceptable but there's just something wrong about having a Pikachu strapped to your back.

Japanese versions). "Because the original creators, Game Freak and Creatures, had taken six years to build the game, the code was somewhat fragile, so we couldn't directly port the game to English."

One of the first steps was changing the names of the 150 Pokémon into names that kids in the U.S. would understand. While Pikachu was still called Pikachu ("pika" in Japanese means a flash of light), American kids might not have accepted Fushigidane as much as the altered name—Bulbasaur. To make sure that each name was unique only to Pokémon, N'ntendo trademarked all 150 monster names.

A small team at NOA's Redmond, Wash., headquarters came up with the names for the U.S. versions' monsters. Headed by Hiro Nakamura, they eyeballed each Pokémon's appearance

"...I was told was that this kind of thing would never appeal to American audiences." —Shigeru Miyamoto

and characteristics, then submitted names to the game's creators in Japan for approval. "It's not just the way the Pokémon look that determines what they're called," Tilden told us, "It's also their attacks and powers and what kind of Pokémon they are. Like Snorlax has a sleep spell. And if they evolve, you have to think of how the name fits the first, second and third phase of this character."

Meanwhile, Nintendo of America purchased the rights to all things Pokémon, thus locking up the rights to the TV show, merchandise and the Pokémon name everywhere in the world except Asia. Then NOA kicked off a $20 million marketing campaign to support the launch of Pokémon Red and Blue, the animated series, the toy line—everything. Nintendo held its first and most spectacular publicity stunt in Topeka, Kan., which the mayor renamed ToPikachu for one day while cargo planes carpet bombed 10,000 kids with Pokémon toys. From there, Nintendo reps piled into 10 Volkswagen Beetles painted like oversized Pikachus and zoomed to 10 cities across the country. Nintendo also mass mailed more than 1 million videotapes to open-minded gamers that explained the game's

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Pokémon Bubbles
Adorable. Unscrew the lids and blow the tiniest little bubbles. So darned cute, even an agitated Mankey will enjoy them.

workings, introduced some of its 150 monsters and previewed the animated series.

All Nintendo could do was wait for Pokémon's release date—Sept. 27, 1998—to come and go to see if the preparation paid off. As we all now know, it did. In the first two weeks of its availability, Pokémon became the fastest-selling Game Boy title ever, selling 200,000 copies. Pokémon's success even took Nintendo's top brass in Japan by surprise. "When we started this project in Japan, one of the first things I was told was that this kind of thing would never appeal to American audiences," Miyamoto told us. "They said, 'Because the characters are in a very Japanese style, you cannot sell them to Americans.' So from the very beginning, I never thought there would be an English version. Now, it's just as popular in the United States [as in Japan], and I realized that we shouldn't always believe the opinions of conservative marketers."

Today, Nintendo is pushing the competitive aspect of Pokémon—the link-cable feature that lets you battle your best pocket monsters against a pal's—by holding special tournaments across the country. The tour hit malls in 19 cities this summer, with tens of thousands of Pokémon fans earning badges by participating. Nintendo recently extended the tour and is now giving away the 151st Pokémon, Mew, at these events. Check www.pokemon.com for a listing of tour dates and cities.

And, of course, Nintendo is readying several new Pokémon titles for U.S. launch. First up is Pokémon Yellow. Hitting the



Pokémon Books
This one's pretty straightforward—books based on the TV show.



Pokémon Lunch Box
Kids will love this durable lunch box from Thermos. Some come with a thermos and special pringle container inside. Cool.



There are two Pokémon Center stores in Japan, in Tokyo and Osaka, respectively. Each one is filled to the brim with Pokémon goods. The shops are so popular with kids all around Japan that people come from all around just to shop here.

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Pokémon Figurines

Stuff like this is always fun to have around. Especially if you're a Pokémaniac. And they're cheap.



Pokémon Challenge

A two-player spinning top game from Tiger. How do you win? Well, basically the last top spinning is the winner. Uh...fun?



Pokémon Toaster

Throw in some bread, put it over some heat and you have yourself some branded toast. Leave it to the Japanese. We love it.

Game Boy in October (it doesn't take advantage of the Game Boy Color's full palette), Yellow follows the TV show more closely than the original, but has the same gameplay as Red and Blue at its core. Pokémon Stadium for the Nintendo 64 will hit in March, and Nintendo's still evaluating Pikachu Genki De Chu—the Japanese N64 game that lets you talk to Pikachu with a special microphone peripheral—to see how hard it would be to alter the voice-recognition system so it understands English.

But it's the sequel—Pokémon Gold and Silver—that have Poké-freaks in an I-can't-wait frenzy. These Game Boy Color titles are the true sequels to Red and Blue in every way, with a new story, new characters, a new world to explore and 120 new monsters. You won't get to play them for a while, though. Gold and Silver aren't due in the U.S. until at least next fall, and Nintendo has barely begun localizing the games. "Translation work hasn't begun on the game itself," Tilden said, "but some of those Pokémon are already featured in the show, and a few are in the upcoming movie, so we have worked on coming up with those new names."

At this point, Nintendo could name Gold and Silver's critters after the kids on *Brady Bunch* and the games would still sell a few billion copies, but that doesn't mean Pokémon will remain Nintendo's cutesy cash cow forever. "You don't know with these things," Roth said. "I don't want to make a cop-out and say it's just a fad, but that's what it is. This too will have its peak. It won't be around for the next 20 years, I don't think."

Whatever Pokémon's lifespan, this humble little Game Boy game has already accomplished more than anyone expected. Looking forward, we're certain the movie will be a hit; Pokémon Yellow, Gold and Silver will be blockbusters; and the merchandise will get more varied and bizarre. But even if the franchise Pikachu built dries up sooner rather than later, there are those at Nintendo who will always like Pokémon for what it is—a good game. "The point was not to make something that would sell, something very popular, but to love something and make something that we creators can love," Miyamoto said. "It's the very core feeling we should have in making games."

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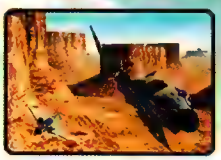
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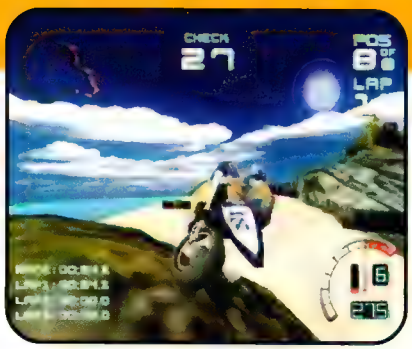
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RACING SUPERBIKES IN THE GREAT OUTDOORS?



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TV Show Pokédex



The Heroes: Ash, Misty, Brock and Pikachu. Ash is on his way to becoming the world's greatest Pokémon master, whereas Brock wants to become a skilled Pokémon breeder and Misty hopes to be the best at everything.



The Enemies: Team Rocket blast off at the speed of light! Surrender now, or prepare to fight. Jesse, James and Meowth want to steal Ash's Pikachu and other rare Pokémon so they can get in their boss' favor.

Although missing the infamous seizure-inducing scenes, Pokémon debuted on TV screens in nearly every market in the U.S. on Sept. 7, 1998, and quickly became a top-rated syndicated show. Funny thing: When Nintendo and 4Kids Productions launched the series here, the game wasn't even available, but the show helped build hype toward its release a few weeks later. Not only is the show based on the game, it actually follows the game's events (with some divergence to mix things up a bit and keep it fresh) and gives players tips on how to become a better trainer. Heck, you can almost use the show as a strategy guide. For instance, Ash learns in the show that rock-type Pokémon are weak against water-type. And if you're playing and watching the show at the same time, but not quite sure which town you should be traveling to next, you can find out by following the show's continuity.

Monsters from Gold and Silver have been introduced slowly into the TV show in Japan, mainly because the release date of the game has been pushed back so many times. But on Oct. 14, the show will start to have a more Gold and Silver slant, introducing the new monsters. Don't worry: Ash is likely to remain the main character.

Kids WB has taken over airing the show in the U.S., and will run the original 52 episodes in addition to 52 brand-new episodes. So if you're a Poké-freak who needs your daily Pikachu fix, you can get it six times a day on your local WB affiliate.

If you're getting into the TV show late, or are slowly watching all of the first 52 episodes, we've compiled this handy Episode Guide of the first season. Have you seen 'em all?

1: Pokémon, I Choose You!

Who's That Pokémon: Pikachu

Ash begins his Pokémon training. He receives a Pikachu from Professor Oak, but this Pika-pal is a stubborn Pokémon, refusing to be friends with him. A run-in with a horde of nasty Spearows puts Pikachu in danger.

2: Pokémon Emergency!

Who's That Pokémon: Koffing

Ash races to the Pokémon Center in Veridian City, where Pikachu is nursed back to health. Team Rocket bursts onto the scene to steal the rare Pokémon staying in the Center, but with the help of Pikachu, they are blasted.

3: Ash Catches A Pokémon

Who's That Pokémon: Caterpie

After plenty of trying, Ash catches a Caterpie. It takes an immediate liking to Misty, who hates bugs (but loves other types of Pokémon). Caterpie helps defeat Team Rocket and evolves into Metapod.

4: Challenge of the Samurai

Who's That Pokémon: Metapod

Just as Ash is about to catch a Weedle, a Samurai challenges him. Their battle is interrupted by a swarm of Beedrill, and in the confusion Ash loses Metapod. Will he be able to get Metapod back without getting stung?

5: Showdown in Pewter City

Who's That Pokémon: Onix

Misty and Ash travel to Pewter City, where Ash challenges the city's Gym Leader, Brock. After a loss, and with the help of Flint, Ash energizes Pikachu and goes back to take care of Brock. In the end, Brock joins the two on their Pokémon journey.

6: Clefairy and the Moon Stone

Who's That Pokémon: Clefairy

The adventurers run into Seymour the Scientist, who is studying Clefairy and the fabled Moon Stone. When Team Rocket show up, they help the Clefairy defeat them and protect their precious stone.

7: The Water Flowers of Cerulean City

Who's That Pokémon: Seel

Our friends end up in Cerulean City, where Ash challenges the three Sensational Sisters to a Pokémon match to gain his second badge. Misty counterchallenges Ash to a battle, but Team Rocket intervenes.

8: The Path to the Pokémon League

Who's That Pokémon: Sandshrew

After leaving Cerulean City, Ash & Co. drop by A.J.'s private training gym. A.J. trains his Pokémon extra hard (and is undefeated in 99 matches). After his 100th win he'll start going for badges. Ash, a little too proud of himself for already acquiring two badges, thinks he'll beat A.J., but gets proven wrong.

9: The School of Hard Knocks

Who's That Pokémon: Cubone

While Ash is learning how to be a Pokémon trainer as he goes along, some actually go to school for it. Ash and Pikachu stumble on a group of Pokémon Tech students picking on a younger student, and our friends stick up for him. Turns out Team Rocket are Pokémon Tech flunkies, too. But Jezelle, the top student at Pokémon Tech challenges them to a match.

10: Bulbasaur and the Hidden Village

Who's That Pokémon: Bulbasaur

Ash, Misty and Brock come across an Oddish while wandering through the forest, and try to capture it. But a Bulbasaur appears and stops them, and the two Pokémon disappear into the woods. After Brock falls into the river, our friends come across a Pokémon rest center, where Melanie nurses injured Pokémon back to health—

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- **Re-Volt Racing for the N64**
- **A Spider-Man action figure**
- **A Crash Bandicoot 3 action figure**
- **A wacky cowboy hat**
- **An N64 fishing controller**
- **A stand-alone Pac-Man handheld game**
- **A fishing lure**
- **A N64/PS controller**
- **Instruction sheets for some of the above items**
- **And more**

As you may or may not know, we get a lot of cool items from game companies. And yes, we do appreciate them, but all too often after covering them in the mag they end up sitting in somebody's cubicle or getting stored in a cabinet. So we thought, "Let's pass some of these things on to our readers, instead of just having them lay around." After all, better you enjoy this stuff than us. Like last month, read the instructions below, send in a postcard and you might just be picked as the winner! This doesn't cost you anything—**it's as simple as sending in a postcard with your name, address and phone number on it to the address below.** We'll then pick one winner in a few weeks, and send out the goods

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Staff Profile: Andrew Burwell



Real Name: Andrew Burwell

Alias: It's Andrew, not Andy

Occupation: Art Director

Hobbies: Video Games, Computer Games, Movies, Collecting Star Wars toys

Favorite video games of all time: Quake, Quake 2, Quake 3 Arena and most of Jane's flight sims (all for the PC by the way).

How I got this job: About five years ago I met a guy named Kraig Kujawa at a friend's house, while working on a fanzine called The Guru. Some time later, Kraig (who is now the EIC of Official U.S. PlayStation Magazine) had just got hired on at Ziff-Davis to work for a mag called Intelligent Gamer. He knew I had lots of computer skills, seeing how I worked at NASA Johnson Space Center, as well as some art talent, so he hooked me up with Michael Stassus, our Creative Director. I submitted some sample layouts, including a mini-feature about me. Everyone seemed to really like it, so I was hired on about three months later when a position opened up. Talk about cool...I actually landed my dream job! Not that working at NASA sucked or anything — it's just not as fun as working at EGM.

Favorite movies: The Empire Strikes Back, Aliens, Predator, The Abyss, Terminator 2, Die Hard, Raiders of the Lost Ark, Jaws and Close Encounters of the Third Kind...to name a few.

I'm looking forward to: The entire Star Wars series on DVD, and the Dreamcast.

When I'm not at work I am: At home on the computer playing games, browsing the Web, watching movies, or just being with my wife.

Most awful job ever held: Cleaning toilets at a local grocery store called Kroger. (ed- Andrew has a great story about how he had to quit this job because of a certain toilet the manager wanted him to clean. Yuck.)

If I wasn't working for EGM, I'd be: Back at NASA trying to develop a new way for inter-planetary space travel to take place.

DID YOU KNOW...

Che Chou, Shawn Smith and Dan Hsu went for new haircuts and/or hair colors. None of them went as far as to get a mullet cut thankfully.

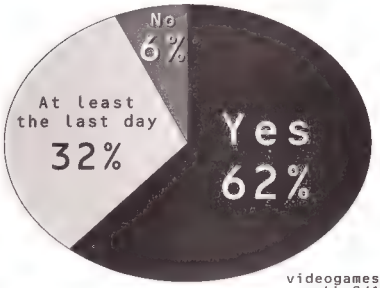
The term "Boston Steamer" is another popular term for human fecal matter.

Art Director Andrew Burwell recently bought a house. All he had to do was clean the pee stains off of the carpet, and enslave fellow staffers to help him move. Pizza was provided.

Shawn Smith recently bought a Nissan Xterra. He's enjoying it but he's too chicken to take it off road - he doesn't want to scratch it up. What a little baby.

The Dreamcast is, in fact, a Creamblast. This is a good thing.

Should the three-day-long E3 video game convention be open to the public?



videogames.com
poll 8/19/99

HOT & NOT

@ EGM

The EGM Hot & Not list—a place where you can get an inside look at what the staff of EGM likes and dislikes. The list contains general and specific items, concepts, games, people and other such things. Once in awhile we even throw in an inside joke. We're movin' on up.

- Pokémon Silver and Gold
- Donating stuff to poor kids
- The Sixth Sense
- Dragster exhaust pipes
- Pokémon Movie
- The Nissan Xterra
- Disney animated classics on DVD
- Nintendo Space World
- Sept. 9, 1999
- The extra stuff on the Matrix DVD
- Sophitia's second outfit
- Tattoo
- Sony C1 Picture Book
- Magnetic poetry
- Freakishly big sea monkeys
- DVD easter eggs
- The Dreamcast fighting stick
- Buying the Dreamcast
- Soccer ball in the balls
- Hoarding stuff poor kids would like
- Rollerblading injuries
- Home versions of Hydro Thunder
- Blair Witch hype
- People who steal ideas
- The design dept. at most American car companies
- Pokébashers
- Bernie leaving before DC launch
- Chimps drinking beer
- The price of the Sony C1 Picture Book
- No Dreamcast online gaming for quite some time
- Dead sea monkeys
- Waiting for new systems

WEB SITES

AS COOL AS ICE

member.tripod.com/~HatPerson/weirdweb.html

Thank you to all who continue to send us sites. We love checking them out more than we love wild primates. This time around we have all kinds of sites for you. Weird, gaming-related, zany, funny, cool, stupid and so on and so forth. Because a site is a site is a site...

- www.wheresgeorge.com
- macross.simplenet.com/zanyvg/
- www.farts.com
- padlockcovers.com
- tradedforwheat.com/meshugenah/hvdance2.gif
- www.apbonline.com/gfiles/index.html
- rocknman.freeservers.com/waterball.html
- www.kimble.org
- www.conleyprecision.com
- www.glenridge.org/macbeth/mainpage.htm
- www.denverpost.com/news/news0814a.htm
- www.nrg.be
- lefty.simplenet.com/svam/

* We cannot be held responsible for any of the material presented on the sites listed above. Parents or guardians may want to verify the content of the site(s) before allowing their children to venture forth. Don't be a creamblast.

EGM's Random Quote of the Month

"If I was a fat zombie, I would eat myself."

What Shawn Smith, Consumer Hardware Editor would do if he was a fat zombie in Resident Evil 3

Bulbasaur being their guardian. And, Team Rocket to capture those Pokémon for themselves.

11: Charmander – The Stray Pokemon

Who's That Pokémon: Charmander

Finding a Charmander that is stubbornly waiting for its trainer, our friends stop at a local Pokémon Center to rest and eat. They overhear the Charmander's trainer talking about how he left it out in the forest. As it's raining, there's a danger that Charmander's flame will go out and it'll die. So our friends save it from danger, and it must decide whether to go with them or its old, neglecting trainer.

12: Here Comes The Squirtle Squad

Who's That Pokémon: Squirtle

Our friends meet up with the Squirtle Squad, a gang of prank-playing Squirtles who're terrorizing the local town. Jessie and James strike a deal with the pranksters to help capture Ash's Pikachu. Having captured them successfully, Ash tries to convince them that not all Pokémon trainers or humans are bad. The Squirtles see the light of day and help defeat Team Rocket and a new Pokémon joins Ash's team.

13: Mystery at the Light House

Who's That Pokémon: Crabby

On the way to Vermillion City, Ash & Co. stop at a mysterious light house. There they meet Bill, a researcher studying extinct and rare Pokémon. Bill has been hoping to meet a faraway Pokémon for years, and when it comes to visit the light house, Team Rocket are there to try to capture it. But they only succeed in scaring it away.

14: Electric Shock Showdown

Who's That Pokémon: Raichu

Will Ash evolve Pikachu into a Raichu? That's the dilemma at hand in this episode, when they arrive at Vermillion City. Ash does battle with Lt. Surge, the town's Gym Leader, for a Thunder Badge but Pikachu is defeated. Surge taunts Ash, saying that he should evolve him into the stronger Raichu, but Pikachu's got some attacks that Surge's quickly evolved Raichu doesn't.

15: Battle Aboard the St. Anne

Who's That Pokémon: Raticate

Setting sail on the trainer-filled St. Anne, our friends head toward trouble as the ship's overrun by Team Rocket members who start nabbing everyone's Pokémon. Ash trades Butterfree for a Raticate but starts to regret his choice, and James buys a worthless Magikarp. Ash gets his Butterfree back and the ship begins to sink...

16: Pokémon Shipwreck

Who's That Pokémon: Magikarp

Trapped in the still-sinking ship, our friends use their water Pokémon to escape. Team Rocket's only water-type monster is Magikarp, which helps them to escape. Marooned in the middle of the ocean without food, Team Rocket try to fry up their fishy Pokémon, but kick it off the makeshift raft after finding out it's all bone. It evolves into Gyardos and exacts some harsh revenge.

17: Island of the Giant Pokémon

Who's That Pokémon: Slowbro

Perhaps the best idea for a Pokémon episode—subtitle what the Pokémon are saying! When our friends and Team Rocket land on an island, they get separated from their Pokémon. They quickly discover that this is no ordinary island, but infested with giant-sized Pokémon. As Pikachu and the rest of the Pokémon try to find their trainers, we find out that the island is really an amusement park.

SKIPPED JAPANESE EPISODE!

18: Holiday at Aopulco

Who's That Pokémon: Obaba

In this episode, Ash and friends find themselves in a sunny summer paradise. After enjoying a boat ride they accidentally smash into a dock, damaging it. The dock's owner isn't too pleased, either, so they offer to help out at his restaurant. Team Rocket steps in, helping to promote a competing restaurant. Discovering they still don't have enough cash to help pay for the damage to the dock, they enter Misty in a Pokémon trainer Swimsuit Competition. Team Rocket—with James in a rubber, pump up suit—and Gary's entourage (Shigeru) compete in it too. There is a flashback to this episode in episode 26 (Hypno's Naptime), which did air in the U.S.

18: Tentacool & Tentacruel

Who's That Pokémon: Horsea

After saving a group of construction workers and a Horsea from imminent doom, our friends find themselves in Porta Vista. There they meet Nastina, who's building an amusement park but having a problem with unruly Tentacool meddling in her plans. She tries to get Ash & Co. to help, but Misty (who likes the water-type Pokémon) refuses to help. Team Rocket, though, isn't against it.

19: The Ghost of Maiden's Peak

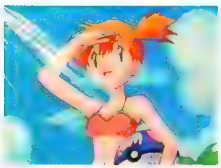
Who's That Pokémon: Gastly

After hearing the legend of a beautiful maiden that hangs out near the seaside, Brock and James begin a fruitless search to find her and capture her heart. The legends turn out to be false when our friends find out that the image of the maiden is just a Gastly. They do battle, but the Gastly retreats as the sun rises.

20: Bye Bye Butterfree

Who's That Pokémon: Butterfree

A very heartwarming episode of Pokémon where Ash bids farewell to the first Pokémon that he captured and trained as it evolved. A Butterfree festival gives Ash the chance to let his roam free, and it finds a girlfriend, but is rejected. Ash gives him a little bow to wear, but it doesn't please the girl Butterfree. After Butterfree saves the whole flock of Butterfree from Team Rocket's clutches, she warms up to him.







SKIPPED JAPANESE EPISODE!
18: Holiday at Aopulco

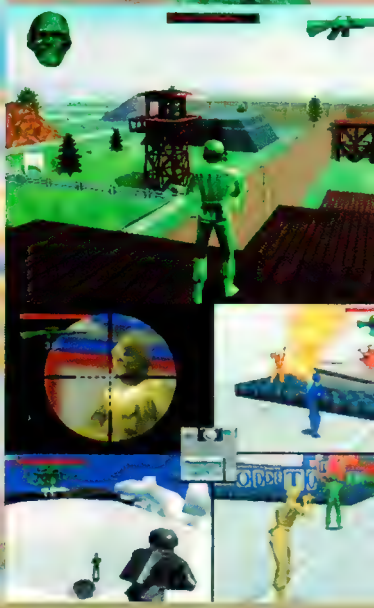


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-guess yourself.

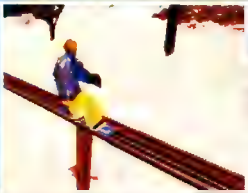
Killer soundtrack including music performed by

Rob Zombie, Ministry, Fear Factory, Face to Face, Voodoo Glow Skulls, Pulley, Lagwagon, Ten Foot Pole, H2O, Jet





5 Different Events



Exclusive Create-A-Park Feature



7 Unique Lifestyle Riders



Hundreds Of Trick Combos

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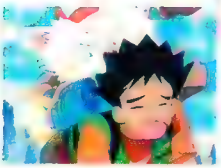
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22: The Tower of Terror



24: Primeape Goes Bananas



32: The Flame Pokémon-athon

21: Abra and the Psychic Showdown

Who's That Pokémon: Abra

Beating Sabrina, the Saffron City Gym Leader, isn't going to be as easy as Ash thinks. Our three adventurers get shrunk down to miniature size and are used as dolls in Sabrina's dollhouse when Ash loses the match against her. They escape and find out that the only way to beat her is to use a ghost Pokémon in Lavender City.

22: The Tower of Terror

Who's That Pokémon: Gengar

The three arrive at Pokémon Tower to nab a ghost Pokémon so that Ash can defeat Sabrina. Ash, Pikachu and Charmander venture in alone after one ghostly experience scares off Brock and Misty. After a run-in with the ghosts, Ash and Pikachu become ghosts themselves to have some fun. In the end, Ash does get a ghost-type Pokémon. We also get an inkling that Misty might actually care about Ash.

23: Haunter Vs. Kadabra

Who's That Pokémon: Haunter

Ash and Haunter return to the ring against Sabrina, but Haunter deserts Ash when called upon for battle. Brock and Misty are turned into dolls, while Ash escapes. He finds Haunter, and goes back to battle Sabrina, but Haunter deserts again. But Haunter does help Sabrina find her true self, and Ash gets a Marsh Badge in the process.

24: Primeape Goes Bananas

Who's That Pokémon: Primeape

On their way to Celadon City, our adventurers run into a wild Mankey. Determined to get more new Pokémon, Ash tries to capture it, but only ends up making it angry (driving it to steal his Pokémon League Expo Hat). When Team Rocket appear and kick Mankey, it makes him evolve into Primeape—and Ash has to figure out how to beat him.

25: Pokémon Scent-sation

Who's That Pokémon: Gloom

Something smells fishy in Celadon City, and it's Ash! After declaring that he hates perfume, he's banned from battling the Gym Leader (so he can't get the next badge). He teams up with Team Rocket, for the moment, and disguises himself as a girl to get into the Gym. He's soon found out, but still gets to battle the Gym Leader and save the gym from Team Rocket.

26: Hypno's Naptime

Who's That Pokémon: Psyduck

As our friends arrive in Hop Hop Hop Town, Ash is attacked by a Mother who thinks he's her missing son Arnold. They find out that Hypno was making the kids (Misty too!) act like Pokémon, and help them snap out of it after getting rid of Team Rocket. Misty gets Psyduck, too!

27: Pokémon Fashion Flash

Who's That Pokémon: Vulpix

Team Rocket puts their fashion knowledge to use by opening a Pokémon Beauty Salon as a front to steal rare Pokémon. Ash & Co. meet with Susie, a Pokémon breeding expert, and Brock falls in love—asking her to accept him as her pupil. Misty gets kidnapped by Jessie and James, but Ash and Brock battle them and save her. Brock gets Vulpix.

28: The Punchy Pokémon

Who's That Pokémon: Hitmonchan

Our friends come across what they think is a wild Hitmonchan, and Pikachu tries to box it, but gets the bejeezus beaten out of him. They find out Hitmonchan belongs to Anthony, the city's Gym Leader. After promising his daughter that they'll get him to retire from Pokémon training, they enter the P-1 Fighting Pokémon tournament. Ash says goodbye to Primape, for now.

29: Sparks Fly for Magnemite

Who's That Pokémon: Magnemite

As they arrive in the aptly named Gringey City, Pikachu starts losing energy and gets seriously ill. They take him to the city's Pokémon Center, but the power goes out because hordes of Grimer have clogged up the hydroelectric power intakes. Magnemite, attracted to Pikachu for some strange reason, give our friends a helping hand.

30: Dig Those Diglett!

Who's That Pokémon: Diglett

On their way to Fuchsia Gym, our friends stumble upon a Dam Construction Site, who's got a little problem with interfering Diglett. But no Pokémon will battle the Diglett! They discover that the reason is that the Dam is being built on top of Diglett and Dugtrio's homes, Koffing and Ekans evolve into Wheezing and Arbok.

31: The Ninja Poké-Showdown

Who's That Pokémon: Venonat

Ash and friends arrive at Fuchsia Gym by accident as they enter a mysterious house filled with booby traps. As Ash goes for a Soul Badge against Koga, the Gym Leader, Team Rocket bursts onto the scene. Psyduck knocks Team Rocket into orbit in time for Ash and Koga to continue their battle.

32: The Flame Pokémon-athon

Who's That Pokémon: Ponyta

Welcome to the Big P Ranch, where the Laramie family raises fire-type Pokémon in their natural habitat. The group befriends Lara Laramie, whose Ponyta is a contender in her family's festival Pokémon Race. But Dario, a Dodrio trainer, is up to no good. He hires Team Rocket to sabotage Lara. Ash takes her place with Ponyta in the race, but can he avoid Jessie and James' traps and win?

33: The Kangaskhan Kid

Who's That Pokémon: Kangaskhan

Arriving at the Safari Zone, our friends are apprehended by Officer Jenny, who mistakes them for Pokémon poachers. After explaining that they're in a Pokémon reserve, our friends go with

her to stop Team Rocket from capturing a herd of Kangaskhan. Tommy, a young boy who was raised by the Kangaskhan, throws a wrench into all their plans (helping to defeat a mechanical Kangaskhan), and Ash reunites him with his parents.

SKIPPED JAPANESE EPISODE!

35: Legend of Dratini

Who's That Pokémon: Dratini

Still in the Safari Zone, the group finds itself at the Warden's house. The Warden's a strange fellow who's just a little trigger-happy (pointing guns at just about everyone). But he did catch a Dratini once, and when Team Rocket finds out about it, they want a piece of that action. They torture him to find out where the Dratini is, and Ash, Misty and Brock arrive just in time to stop them from capturing it.

34: The Bridge Bike Gang

Who's That Pokémon: Cloyster

Finally out of the Safari Zone, they arrive at the bridge to Sunny Town. They can't cross on foot, but Nurse Joy sends them on an errand so they can bike across. They run into a gang of bikers and start battling when Jessie and James (who are infamous biker gang members) show up. Officer Jenny breaks it up, and they continue across the bridge.

35: Ditto's Mysterious Mansion

Who's That Pokémon: Ditto

There's trouble at the House of Imite! Ash and friends stumble upon a mysterious house during a rainstorm, meeting up with Duplica and her Ditto. But her Ditto can't transform into other Pokémon perfectly. That is, until Team Rocket gets ahold of it! Contains one of the funniest moments in the show—the good guys doing their version of the Team Rocket theme.

SKIPPED JAPANESE EPISODE!

38: Electric Soldier Porygon

Who's That Pokémon: Porygon

Our friends get transported into the Pokémon Transfer System to check out a bug, but find Team Rocket's inside up to no good. They're able to vanquish team rocket, ending with the flashing blue and red sequence that gave hundreds of kids seizures in Japan. While one of the better episodes of the show, this one won't be seen again in Japan, but 4Kids Productions does want to translate and edit it to run in the U.S.

SKIPPED JAPANESE EPISODE!

Holiday Special: Jynx's Christmas

Who's That Pokémon: Jynx

This episode was originally supposed to air the week after Electric Soldier Porygon, but, because of the epileptic seizures incident, it never aired on TV (Pokémon was taken off the air for a few months). Jessie is haunted by a memory she has of a Jynx short-changing her on Christmas. She mistakes the Jynx as the real Santa Claus, so she goes on a quest to exact her revenge. Ash and friends show up at the North Pole just in time to save the real Santa from being nabbed by Team Rocket, and the Jynx send Jessie, James and Meowth flying.

36: Pikachu's Goodbye

Who's That Pokémon: Pikachu

As they're walking through the forest, our friends run across a group of wild Pikachu frolicking. They're scared of Ash and the rest of the group, until Ash's Pikachu saves one of them from a watery grave. Team Rocket shows up and tries to nab them all, but there are some holes in their plan (or their net). Will Ash say goodbye to his Pikachu, leaving him with the pack of wild Pikachu? A new song is debuted in this episode.

37: The Battling Eevee Brothers

Who's That Pokémon: Eevee

After finding an Eevee tied up, our friends travel to Stone Town (known for its evolution stones) to return it to its owner. Mikey, its trainer, can't decide which Pokémon to make his Eevee evolve into—and gets pressure from his brothers (who have three different kinds of Eevee evolutions) to make up his mind. Team Rocket shows up to nab all the evolved Pokémon, but Mikey and his brothers foil their plans.

38: Wake Up Snorlax

Who's That Pokémon: Snorlax

An old man by the side of the road plays the group a song on his Pokéflute, expecting something in return. The town they stop in is running out of food because the river that flows through their town has stopped flowing. They find out that a snoozing Snorlax is the cause of the problem, and after trying everything possible to awaken it—even with Team Rocket's "help"—they get the old man to help them move him and restore the river to normal.

39: Showdown at Dark City

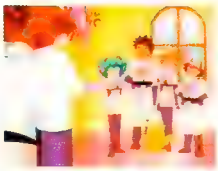
Who's That Pokémon: Scyther

Rival Pokémon trainer gangs? Dark City is terrorized by battling gangs of trainers, the Yaz Gym and the Kaz Gym, who want control of the town's Gym purely for the money to be made. To teach them a lesson, they're covered in ketchup so that their Pokémon (who are enraged by red) turn on them. But that only makes the gangs combine efforts and attack Ash & Co.

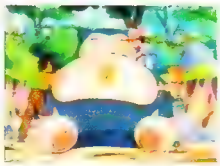
40: March of the Exeggcutor Squad

Who's That Pokémon: Exeggcute

Melvin the Magician's carnival magic act is in serious need of help. After Misty helps him, he shows them his tricks and hypnotizes Ash to make him do his dirty work and capture some Exeggcutor. But things go awry and the Exeggcutor go on a stampede through the carnival. Melvin and Charmander save the day, and Charmander evolves into Charmeleon!



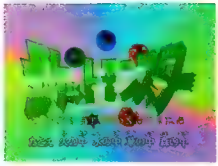
35: Ditto's Mysterious Mansion



38: Wake Up Snorlax



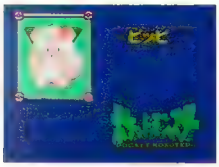
39: Showdown at Dark City

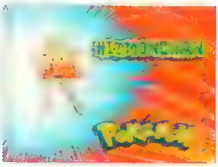




You can see some scenes from the Japanese intro in the American show, but not these. Character names are a bit different, too:

Ash = Satoshi
Misty = Kasumi
Brock = Takeshi
Jesse = Musashi
James = Kojiro





Who's That Pokémon? is also in the Japanese version of the show. Of course, the names of the Pokémon are different.

41: The Problem With Paras

Who's That Pokémon: Paras

This is the first episode of Pokémon run on Kids WB. We meet up with Cassandra, a Pokémon good samaritan whose Paras is a real wimp. She wants it to evolve into Parasect so she can make a potion to help Pokémon everywhere. Everyone (even Team Rocket) helps Cassandra meet her goal, but a disobedient Charmeleon makes things difficult.

42: The Song of Jigglypuff

Who's That Pokémon: Jigglypuff

Jigglypuff can't get any respect. Everytime it sings its song, it puts people to sleep! When that happens, he likes to draw all over the snoozing audiences' faces. And, this particular Jigglypuff doesn't like Pikachu much, either. Team Rocket tries to harness Jigglypuff's power, but it puts everyone to sleep, no matter how hard they try to stay awake.

43: Attack of the Prehistoric Pokémon

Who's That Pokémon: Kabutops

Our friends take part in the Great Fossil Rush, but end up getting more than they bargained for. They end up accidentally in a cave that's full of prehistoric Pokémon that haven't been seen for millions of years. Aerodactyl takes Ash for a ride, and Charmeleon evolves into Charizard to "help" Ash escape its clutches. And what's this? Ash wakes up to find a mysterious egg...what could it be?

44: A Chansey Operation

Who's That Pokémon: Arbok

After Pikachu chokes on an apple (that's what you get when you eat 'em whole), they rush to get help. Finding no Pokémon Center in the area they're forced to take him to a human hospital. After being taken care of comes word of a big accident which involved many Pokémon. Ash and friends help treat the Pokémon while thwarting Team Rocket's attempts at capturing them.

45: Holy Matrimony!

Who's That Pokémon: Growlithe

If James doesn't marry his fiancee, Jezebel, within 24 hours, he won't collect his inheritance, or so the plot goes. His parents fake their own death to try to trick James into marrying Jezebel (who looks like Jesse). He refuses, turning to his childhood Pokémon friend Growlithe as well as Ash for assistance in fending off the advances of Jezebel.

46: So Near, Yet So Farfetch'd

Who's That Pokémon: Farfetch'd

The trio are all excited after seeing a Farferch'd in the forest. But things aren't always as they seem, as this Farfetch'd is helping a thief rob trainers of their monsters. He even fools Team Rocket, stealing their Pokémon too. Will they be able to get them all back?

47: Who Gets to Keep Togepi?

Who's That Pokémon: Aerodactyl

Now that they've been carrying around that egg for four episodes, we get to find out what's in it. It's a game of hot potato as our friends and Team Rocket try to be the ones who keep the mysterious egg (and get it to hatch). It hatches into Togepi and after battling for it, Ash wins, but Misty did see it first.

48: Bulbasaur's Mysterious Garden

Who's That Pokémon: Ivysaur

Bulbasaur's bulb starts to glow, indicating that it's about to evolve. As part of its evolution, it makes a pilgrimage to the Mysterious Garden. Ash and friends follow it to a garden filled with other Bulbasaur, Ivysaur and Venusaur. Bulbasaur doesn't want to evolve, and Ash tries to convince the others to accept his choice.

49: Case of the K-9 Caper

Who's That Pokémon: Vileplume

After seeing a Police K-9 trainer in "action," Ash and Pikachu decide to take part in the training too. They fail...miserably. Team Rocket shows up and gases the place, making everyone's voices change. They then imitate Officer Jenny and Ash to get Growlithe and Pikachu to turn on them. In the end, their Pokémon see through the act and get rid of Team Rocket.

50: Pokémon Paparazzi

Who's That Pokémon: Geodude

The travelers meet up with Todd, a Pokémon photographer hired by Team Rocket—disguised as senior citizens—to "capture" Pikachu. Of course, Team Rocket doesn't understand that he's a photographer. After multiple tries to find Pikachu's natural poses, Team Rocket realizes their mistake, taking matters into their own hands. So the trio becomes a foursome, at least for a little while. If you've played Snap, you'll recognize Todd, who is the star of that game.

51: The Ultimate Test

Who's That Pokémon: Vulpix

Can Ash pass the test to be accepted into the Pokémon League? He thinks so, but it's harder than it looks. Team Rocket takes the test too, and the final exam is a hands-on battle using random Pokémon. James breaks the rules and gets expelled, but Ash does pretty well (before Team Rocket interferes, that is). Maybe collecting the badges would be easier, though, eh?

52: The Breeding Center Secret

Who's That Pokémon: Psyduck

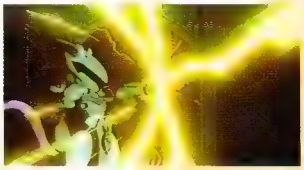
In this episode we meet Butch and Cassidy, two more members of Team Rocket, who are stealing Pokémon under the guise of a Pokémon Breeding Center. Misty leaves Psyduck there, but they discover they need Psyduck (for a change!) and go back to retrieve him, discovering what Butch and Cassidy are up to. This is the last episode of the first season, and is also the episode where Todd leaves the group.

Poké-Flix

Mewtwo Strikes Back

If you've seen Mewtwo in the game, you know that he's one tough customer. In this first Pokémon movie, which hits U.S. theaters on Nov. 12, we get to see the story behind Mewtwo, who was genetically created by scientists as the ultimate rare Pokémon. Things go horribly wrong as Mewtwo goes a little berserk, escaping from his test tube. After some training by the mysterious leader of Team Rocket, he escapes from his binds and flies to a faraway island. He elevates himself a level above Pokémon, who he thinks are only for fighting, and he invites trainers from across the land to come to the island. Little do they know why they're actually being brought to the island. It's a kind of "Enter the Dragon" meets "Goonies"-type movie. Compared to the series itself, *Mewtwo Strikes Back* is a lot darker, more foreboding flick. It's well-paced and the ending (which we won't spoil) might bring a tear to the eye of the young Poké-fanatic.

This is the first theatrical Pokémon movie, originally released in Japan during the summer of '98. Warner Bros. is distributing in the U.S. and abroad, except in Asia. The music from the original Japanese movie will be completely replaced by all-new music, with a soundtrack album to be released by Atlantic Records. Only female teen pop group M2M has been confirmed as performing on the soundtrack, while rumors abound that Canadian band Len will rerecord the show's main theme for the movie's opening.





Mewtwo is one badass Pokémon. He invites trainers around the world to his island to prove he's not just a fighting monster.

Pikachu's Summer Vacation

Pikachu's Summer Vacation (called Pikachu no Natsu Yasumi in Japan) is a 22-minute short film to be shown before *Mewtwo Strikes Back*. It takes place in a Pokémon resort and opens with Pikachu and friends trying to stop Togepi from crying. Of course, things end up going horribly wrong as the good guys have a run-in with a gang of not-so-nice Pokémon: Snubble, Marril, Raichu and Cubone. But they come together in the end to help a Pokémon in need.

Summer Vacation isn't like the rest of the TV series—there's very little dialogue. What's there is mostly Poké-speak—weighing in heavily on the cuteness factor (and when we say heavily, we mean bordering on vomit-inducing cuteness for those uninitiated with the show). Pikachu fans will get the most enjoyment out of it, but it's also the first time U.S. audiences will see Snubble and Marril, which are both in Pokémon Gold and Silver.



Pikachu hangs on for dear life after falling into the river in *Pikachu's Summer Vacation*.







The teaser poster for the U.S. movie (far left), and the new Japanese movies—*Pikachu Tankentai* (Pikachu Explorers, middle) and *Revelations Lugia* (right).


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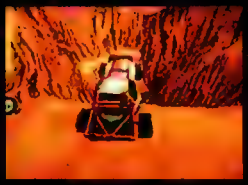
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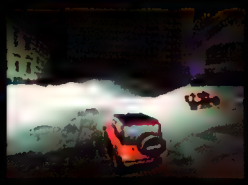
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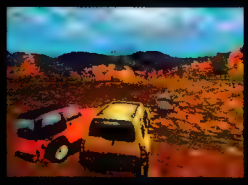
FOR THE ALMIGHTY MOTHER NATURE:

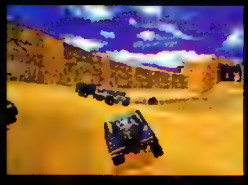
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Pokémon Gold and Silver's brand-new main character is ready to set off on a brand-new Pokémon adventure!

Marril

What's Next?

Pokémon Silver And Gold Set To Deliver Your Next Poké-Fix

On Nov. 21, kids across Japan will get to play what they've been waiting over two years for—Pokémon Gold and Silver. Unlike the first game's variations of color, these two games are the true sequels in the Pokémon franchise. At Nintendo's Space World '99 expo, 280 game stations were set up, split between Gold and Silver. They quickly filled up with kids anxious to get their hands on the new games, with wait times creeping to more than an hour for 5-10 minutes of playing time. Keep in mind that all the details below cover the Japanese version of the game. Many of the details here (such as names of Pokémon, places and characters) will be changed for the U.S. version scheduled for release in fall 2000.

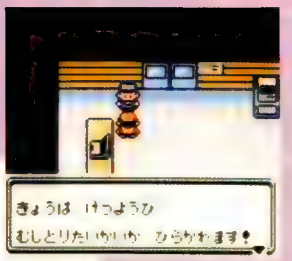
Pokémon Gold and Silver take full advantage of the Game Boy Color's hardware and its 52-color palette, while remaining backwardly compatible with the earlier iterations of Game Boy hardware. The first thing you'll notice when booting up the game is just how much difference color makes. You can even choose the look of pop-up windows from eight different styles. If you've played the previous versions of Pokémon and are attached to the monsters you collected, you can link up and transfer them to the new game. Feel like printing out your favorite Pokémon's data? Hook up the Game Boy Printer and go to town.

The game begins, like the first one, with Professor Oak (or Orchid, as in the Japanese version) telling you about the Pokémon world, preparing you for your journey ahead. Gone is Ash Ketchum (or Satoshi, in the Japanese game), replaced by a new trainer. This new trainer doesn't have a main name yet. At Space World, the name choices were Gold, Hiroki, Tetsuo and Takashi in the Gold version, and Silver, Kamon, Tooru and Masao in the Silver version. Like the first Pokémon, your goal is to become the world's greatest Pokémon trainer, and you have a new rival to boot. Your rival this time is more evil—he has actually stolen a Pokémon from Dr. Utsugi (the Pokémon expert who gives you your first Pokémon a la Professor Oak in the first game).

At the beginning, you are asked to set the game's clock to the current time. The game runs in real time, so some monsters will only appear in the morning hours, some only during the day

ポケットモンスター金
POCKET MONSTERS

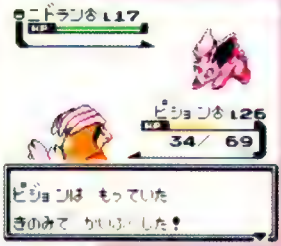
ポケットモンスター銀
POCKET MONSTERS





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You not only have to deal with playing during the day, but at night too! Some monsters will only appear during the evening hours.

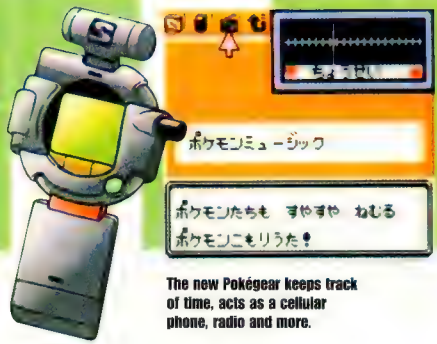
and others show up only at night. So instead of playing whenever you've got time, this requires you to play during the day and night so you can catch all the Pokémon in the game. As time passes, the environments you're in will change as well. As it gets dark in real life, it will get dark in the game. There's reportedly over 200 Pokémon in the game, with about 100 brand-new monsters, but Nintendo is keeping the exact number a secret until the game debuts. It's rumored that not all the monsters from the first game are in the sequel, but at least the more popular ones are (Rattata, Caterpie, Kakuna and Metapod were all in the Space World version). Some of the new monsters are pre-evolved or further-evolved versions of already known Pokémon. For instance, Elekid is an early evolution of Electrabuzz, and a pre-evolved form of Pikachu is rumored to be in the game as well (but hasn't been confirmed).

Gold and Silver take place in the same world as the original, but in a different area, called Jouto. You begin the game in Wakaba town, leaving your home as Ash did (after getting some advice from your Mom) then going to the town's Pokémon research facility, headed up by Dr. Utsugi. Here you choose which Pokémon you'll begin the game with from three choices: Waninoko (literally "juvenile alligator" in Japanese) – a blue alligator who is Gold/Silver's Squirtle-type character, and who evolves into Alligates; Hinoarashi – a flaming porcupine-type character, who evolves into Magmarashi; and Chicolita, a plant-type Pokémon that looks like a Victreebel or Bellsprout. All three have male/female forms and will evolve twice.

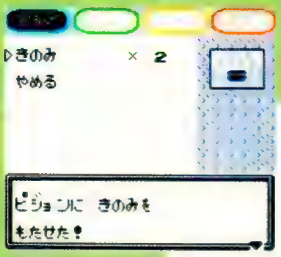
Male and female-type, you say? That's right. In the new



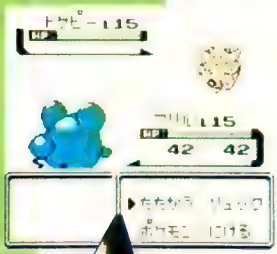
Elekid



The new Pokégear keeps track of time, acts as a cellular phone, radio and more.



Items now go in different pockets of your character's backpack, making everything a lot more organized.



games, there are male and female Pokémon, which becomes important if you decide to breed them. There are even genders for those Pokémon brought over from the older game. It's not exactly clear at this point how this will be achieved, but it's thought that you'll be able to breed your Pokémon to produce an egg. What that egg hatches into will be determined by the stats of the monsters you mated.

This time around, if a trainer you're fighting has items, then it can use them on their Pokémon. So let's say you've gotten your opponent's Pikachu down to near-zero health, it can eat some fruit and replenish its life. That's going to make fights with Gym



Eager Poké-fans line up and wait for over an hour to get their hands on Gold and Silver for five minutes.

Leaders that much harder. Speaking of items, you can now find nuts or fruits hidden in the overworld inside plants. Giving these fruits and nuts to your Pokémon will replenish their life. To make it easier to store items, your character has a backpack. It has several pockets, each for storing a different type of item: Regular Items, Pokéballs, miscellaneous important stuff and Hidden Machines. So you won't have to go through your entire stock of items just to find where your hidden machines are, just go to the right pocket in your backpack.

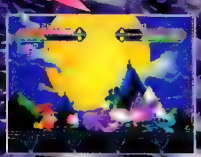
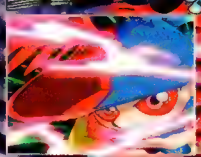
Perhaps the newest thing in the game is the Pokégear, a wrist-mounted do-it-all machine that brings many new facets to the way you play Pokémon. In addition to keeping the time, it



Hoo-hoo

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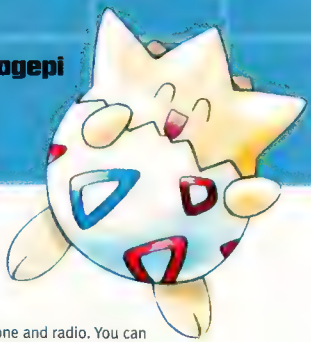


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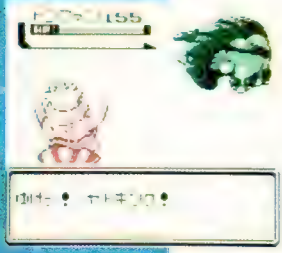
THQ



Kireihana



Togepi







Rediba

also acts as a cellular phone and radio. You can upgrade your Pokégear by adding or buying upgrade cards, which give it new abilities and options, such as the ability to listen to all the radio stations (there are several, including a station with just music), and view a world map. During the game you'll collect trainer phone numbers that you can call if you need advice, etc. Listening to the radio will give you information on Pokémon seminars so you can learn techniques that will help you become a better trainer. Professor Oak can be heard from via the radio feature of the game. There are even events that will take place only on certain days (yup they're going to make you play this one every day!).

Aside from the Pokégear, Professor Oak has also updated his Pokédex, making it easier to use and as comprehensive as possible. In fact, you'll meet up with him early on in the game, where he'll give you a Pokémon book, for data on new monsters in the game beginning at #152 (right after Mew).

There were eight different Gym Leaders in the version shown at Space World, all named after plants or flowers—Hayato, Tsukushi, Akane, Matsuba, Shijima, Mikan, Yanagi and Ibuki.

Some of the monsters from the new games have already appeared in the Pokémon TV show and the movies in Japan, but they'll start appearing more regularly in the series beginning Oct. 14 in Japan. It's likely that we won't start seeing these new Gold/Silver Pokémon until around the time those games are ready for release here.



Professor Oak's got a brand-new Pokédex for you, complete with all the information you're going to need when you spot or capture a new species of Pokémon.





And The Rest...

You may have to wait until next fall to play Gold and Silver, but that doesn't mean you'll spend the next 11 months in a Poké-drought. You probably already have Pokémon Snap and Pokémon Pinball to play with, and Nintendo has a couple of other Pokémon games on the way to tide you over 'til Gold and Silver's release.

First up is Pokémon Yellow, due in October. Although it packs the same basic story as Red and Blue, Yellow offers lots of little touches that'll tickle any Pokémaniac's fancy. For starters, you get Pikachu right from the get-go. He follows as you wander around the world, and you can talk to him at anytime just by looking his way and tapping the A button (the game stores several digitized Pikachu sounds). Pikachu will also act more and more friendly toward you throughout the game as long as you use him frequently in battle, give him healing potions and teach him new Technical Machine skills.

Pokémon Yellow also takes on more of the flavor of the TV show. The same Team Rocket members you know from the series appear in Yellow, including Jesse, James, Meowth, Koffing and Ekans. The game packs new art for all the monsters, as well as new abilities for several Pokémon.

Unfortunately, you won't find any new pocket monsters in the game. Yellow does include a different allotment of critters, and you'll be able to collect Bulbasaur, Charmander and Squirtle instead of having to trade for them. Yellow's best feature is its Game Boy Printer support. Hook up the printer and you can squirt out pictures and stats of your Pokémon to create your own real-life Pokédex, or just print out lists of Pokémon you have in storage. The only feature Yellow lacks is full-color support for the Game Boy Color, but we figure all the tweaks and hidden mini-games make up for that.

Next up is Pokémon Stadium for the Nintendo 64. This game, which arrives here in March 2000, lets you load your Pokémon into an N64 cart via the Transfer Pak and battle them in a 3D arena. Your friends can also load their pocket monsters and pit them against your own. There's no real story here. Combat uses the same menu-based system of the Game Boy games. But we gotta admit it's still pretty cool to watch your Pokémon wield their attacks on your TV screen in snazzy 3D.





In The Cards...

The Pokémon Card Game is a Hit on Both Sides of the Pacific

If you're looking for a new way to get in some Pokémon play time but don't necessarily want it to involve a video game system, look for Poké-fun in the form of Wizard's of the Coasts' Pokémon Trading Card Game. The American version of this particular Pokémon-licensed money-maker is actually based on the Pokémon card game in Japan, which was originally designed back in 1996 by Pokémon co-creator Tsunekazu Ishihara. Since its inception, the game has sold around 1 billion cards in Japan.

Stateside, Wizards of the Coast got the rights from Nintendo in the middle of 1998 to unleash this wildly popular two-player trading card game on America's youth. The game shipped toward the end of that year, into the beginning of this year, and has since sold over 1 million card sets. In fact, Electronics Boutique pre-sold some 50,000 Booster Packs before the first card decks even shipped. Even now, many stores sell out soon after receiving their shipments.

It's doing so well Wizards of the Coast has taken the game on the road to spread the word even more, stopping at various locations across the U.S. These events feature all sorts of Pokémon activities ranging from the card game tournaments to Game Boy game battles. These days, Pokémon Trading Card Game tournaments can be found at selected malls throughout the U.S. A tournament locator can be found on the Wizards of the Coast company Web site (www.wizards.com/Pokémon/).

So how does the card game work? Well, first you need a two-player Starter Set (about $10) and probably a couple of Booster Packs (around $3 each, or $10 for a preconstructed theme deck). The Starter set includes an advanced rule book and 61 cards, each with full-color original artwork of the Pokémon from the video game. The Booster Packs feature a variety of different cards. Some cards have special holographic printing—a sign that you have a rare Pokémon on your hands. There is also a Jungle Expansion Set available which



American versions of the cards are actually worth more in Japan.





You'll find expansion sets in Japan based on the new movies and Team Rocket characters.

includes 48 new cards.

The object of the game, of course, is to collect, trade and battle your various monsters with or against your pals, eventually becoming the world's greatest Pokémon trainer. To do this, you must collect all 150 Pokémon cards—each put into one of three categories: common, uncommon and rare. You start the game by shuffling your deck and drawing a hand of seven cards, laying the rest of your deck as well as one card from your hand face down. After some other starting procedures and a flip of a coin to see who goes first, you're ready for battle. You have a variety of different card types to use—four of them to be exact: Basic Pokémon cards that are used to fight opponents; Evolution cards that can be used in combination with Basic cards to make your Pokémon bigger and more powerful; Energy cards which give your Pokémon its necessary energy for battle; and Trainer cards that can only be used once. Players take turns laying down cards, fighting each other. The first player who obtains all six cards from their opponent wins.

The game is available at most toy, game and retail outlets. For more info on the game, check out Wizards' Web site.



The card game is so popular in Japan that heated matches often draw a crowd.

Various manga artists—some of them famous—lend their skills to illustrate the game.




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"...THE SORT OF OVER-THE-TOP ANIME SLASH-EM' UP THE ACTION GENRE HAS NEEDED..."

–Official PlayStation Magazine

"THIS GAME SEEMS TO HAVE IT ALL..."

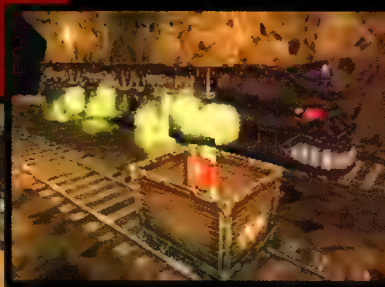
–PSM

"QUIRKY, OFFBEAT, UNUSUAL, BIZARRE, ODD, STRANGE, PECULIAR..."

–PS Extreme







PlayStation

MATURE M CONTENT RATED BY ESRB

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www.agetec.com

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MIDWAY ★ MIDWAY ★ MIDWAY ★ MIDWAY ★ MIDWAY

16 TOTALLY WHACKED FIGHTERS

LET'S GET REA



SALUA TUA
STALKED BY HARPOON-TOTING WHALERS

VS.

AFRO THUNDER
THE BIGGER THE 'FRO, THE HARDER THEY FALL

MIDWAY ★ MIDWAY ★ MIDWAY ★ MIDWAY ★ MIDWAY

MIDWAY ★ MIDWAY ★ MIDWAY ★ MIDWAY ★ MIDWAY

READY TO GET DOWN & GET IT ON.

DY TO RUMBLE®

★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★



TANK
THRASHER
HIS WHUPPIN' COMES CHICKEN-FRIED

vs.

BUTCHER
BROWN
HIS MEAT COMES FRESH FROM THE RING



IN-GAME ANNOUNCEMENT BY ★ MICHAEL BUFFER ★, THE VOICE OF CHAMPIONS™



BORIS
KNOKIMOV
PLAYING DEAD IS YOUR ONLY CHANCE OF SURVIVAL

vs.

ANGEL "RAGING"
RIVERA
NOT ALL ANGELS COME FROM HEAVEN



HIDDEN COMBO MOVES FOR CRUSHING PUNISHMENT · "RUMBLE POWER" UNLEASHES EXTREME MOVES



JET "IRON"
CHIN
YOU WILL CRUMBLE LIKE A FORTUNE COOKIE

vs.

SELENE
STRIKE
YOU WISH YOU COULD FIGHT LIKE A GIRL



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Sega Dreamcast

NINTENDO 64

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RP

PlayStation

MIDWAY ★ MIDWAY ★ MIDWAY ★ MIDWAY ★ MIDWAY

Color Scheme

Here in the States, Nintendo released Pokémon Red and Blue. Over in Japan, it released Red, Blue and Green—not to mention Yellow. What's with the Technicolor treatment? This chart cracks the rainbow code and explains which colors correspond with which on both sides of the Pacific.





Pokémon Red and Green hit Japan in February 1996 and were immediate hits.

Japanese Releases

- Pokémon Red Game Boy
- Pokémon Green Game Boy
- Pokémon Blue Game Boy
- Pokémon Yellow Game Boy
- Pokémon Stadium Nintendo 64
- Pikachu Genki Dechu Nintendo 64
- Pokémon Card GB Game Boy
- Pokémon Stadium 2 Nintendo 64
- Pokémon Snap Nintendo 64
- Pokémon Pinball Game Boy Color

U.S. Releases

- Pokémon Red Game Boy
- Pokémon Blue Game Boy
- Pokémon Pinball Game Boy Color
- Pokémon Snap Nintendo 64
- Pokémon Yellow Game Boy







Nintendo released a Blue version to capitalize on Red and Green's success. Blue was basically the same game, except with a different allotment of monsters. Many Japanese gamers actually preferred playing Blue because it packed more of the rare and powerful Pokémon that weren't in Red and Green. Blue also featured new art for all 151 monsters.

The U.S. versions of Red and Blue mix different features from the Red, Green and Blue Japanese versions. Our Red game contains the same allotment of Pokémon found in the Japanese Red version, and our Blue has the same Pokémon from Japanese Green. But both the U.S. Red and Blue were reprogrammed with the art file from Japanese Blue. On top of all that, the final dungeons in our Red and Blue are different from the dungeons in the Japanese originals. Confused yet?

Adding to Nintendo's rainbow of Pokémon games, Pokémon Yellow hit Japan last fall (it's due here in October). This game has the same basic story as Red and Blue—except with a few enhancements, an entirely new art file and a different final dungeon.



"I've Dusted the Fastest Racers in the Known Universe..."



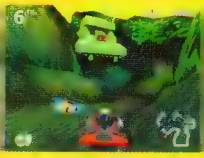
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PlayStation® game console...Sept '99
NINTENDO® 64..... Sept '99

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PC CD ROM
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Find the Fake

Look for These Warning Signs to Avoid Counterfeit Poké-Goods



Poké-Banned

The Dark Side of Pikachu

There are people who don't like Pokémon, and then there are people who really don't like Pokémon.

Sometimes they even make headlines. Mark Juvera, a children's pastor at Grace Fellowship Church in Colorado Springs, Colo., nabbed national attention in August when he took a sword and soldering iron to Pokémon merchandise in front of dozens of kids during one of his church services. While he says the whole thing's been blown out of proportion (newspaper reports claim he used a blowtorch to incinerate trading cards, when he really just singed them with the iron), Juvera readily admits to bringing his wrath down on Pokémon. "We do have a sword, which is symbolic of the word of God," he told us," and we struck a stuffed animal—that Pikachu guy—with it. The sword isn't sharp, and since Pikachu is soft, we didn't cut it. We only struck it one time and then ripped it apart so no one could take it from the trash."



Juvera said he gave little thought to Pokémon (his 9-year-old son had even amassed more than $400 worth of games and toys) until he read an e-mail on the evils of Pikachu and his ilk. "I learned it can be a stepping stone toward other role-playing games like Magic the Gathering," he said. "And I saw that one of the videos is titled 'Psychic Friends.' When it starts talking about the ability to use psychic power, magic and things like that, well, all that's totally opposite of what we Christians believe."

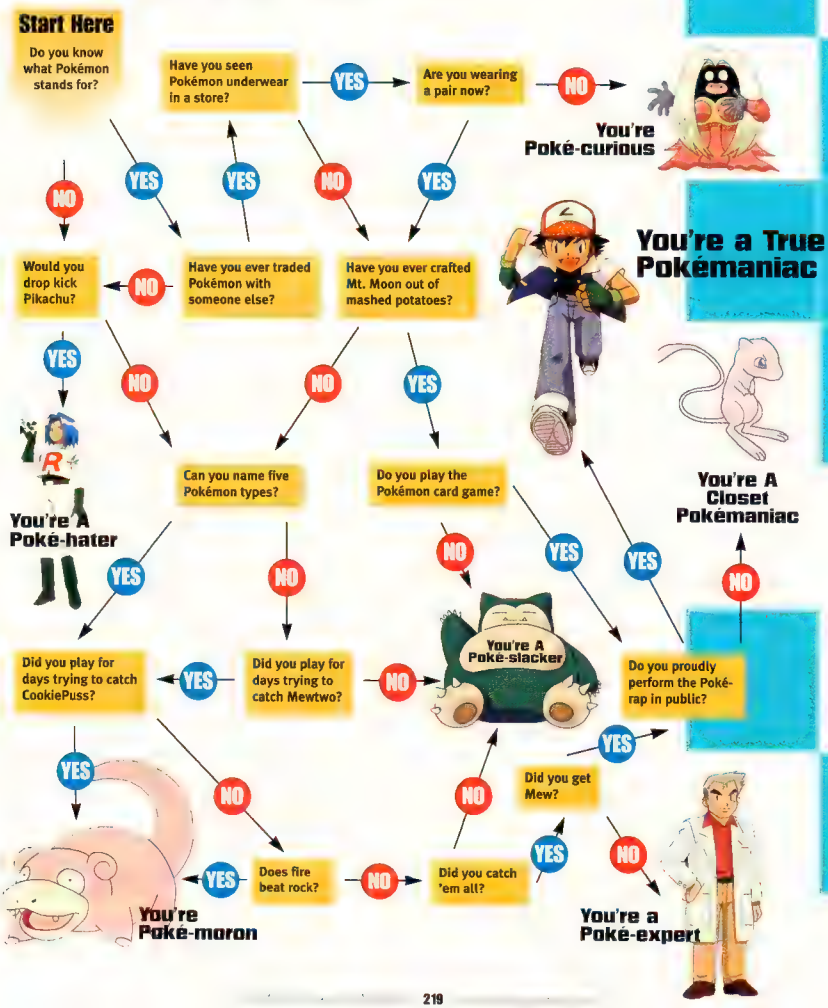
Juvera's son has stopped playing with Pokémon, and the pastor thinks he has other kids thinking twice about the pocket monster craze, too. "I had one girl in the service tell me that they're not allowing Pokémon in her public school anymore."

In fact, several schools across the country have banned Pokémon cards and the Game Boy games. They're too distracting, say some teachers, while others fear that bigger kids are bullying younger ones into unfair Pokémon trades.

Cripes—and we thought it was bad when they just took our lunch money.

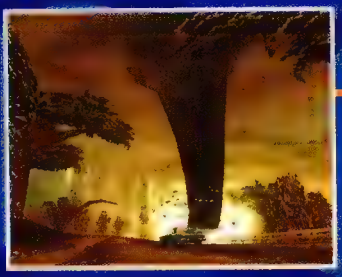
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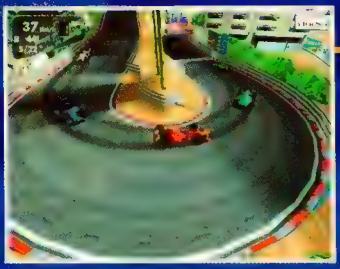




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Cows
Memory
Fear
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Girls
Fantasy

AMERICA'S FAVORITE **EARTHWORM SUPER-HERO** IS BACK.

40 of Earthworm Jim's allies and enemies!

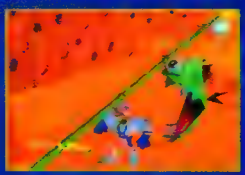
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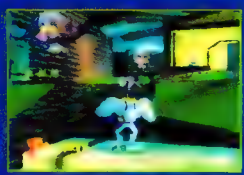
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NINTENDO 64

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GRUDGE MATCH

Final Fantasy VIII

Of course FFVIII has better visuals than Anthology's old Super NES sprites. But is it more fun to play? Seeing how it's pitted against not one but two Final Fantasy classics, FFVIII has its work cut out for it.

Review Crew Scores:
9.5 9.5 9.5 9.5

Final Fantasy Anthology

Ah...nostalgia. FFV (previously unreleased here) and FFVI (released as FFIII on the Super NES) make us all misty-eyed with their classic gameplay. Can their old-school charm overpower the mighty FFVIII?

Review Crew Scores:
9.5 9.5 9.5 9.5

Story

Character development and an epic story always take center stage in any Final Fantasy game, and that's never been more true than in FFVIII. Yes, this is a love story, but it's also an extremely rich love story that spends time building itself up, particularly in the latter portion of the game. It also steers itself in a surprising direction. FFVIII is the most modern and sci-fi-themed game in the series. It took kind of taking the time some fans

FFV's story is run-of-the-mill sword-and-sorcery stuff. FFVI, however, has a lot going on. Each member of its enormous cast has his/her own history, story line and subquests. The intertwining tales are almost distracting, since they're hard to keep track of. But make no mistake: FFVI is still gripping. Both FFV and FFVI also have the best endings of any Super NES RPG.

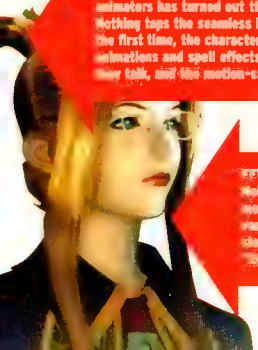


Graphics

Well, it's obvious which game is the hands-down winner here. Square's army of animators has turned out the finest FMV cinemas ever seen on the PlayStation. Nothing tops the seamless integration of real-time and prerendered imagery. For the first time, the characters are realistic and not superdeformed. The summon animations and spell effects are easily Square's best work. Characters move when they talk, and this motion-captured animations add emotional depth to the story.

Both FFV and VI were the largest carts of their time and packed state-of-the-art visuals. FFVI was the first cartridge to use 256 colors at once, which made for photorealistic backgrounds. Monster design in both games rocked. Stick V and VI next to VIII, though, and they look dated.





Music

FFVIII's score is good, sure, but it's not series composer Nobuo Uematsu's best work. The game is crammed with more music than past FF titles, and you get greater variety. But tune for tune FFVIII isn't as consistently stellar as FFV and VI. Chinese pop girlie Faye Wong's "Eyes on Me" song does add much to one tender moment.

No doubt about it: FF series composer Nobuo Uematsu outdid himself when he wrote the music for FFV and—especially—FFVI. The music is catchier. It totally fits the mood. Standout pieces such as FFVI's opera scene and thundering finale are too numerous to mention. Sure, the actual instruments sound slightly better and more orchestral in FFVIII. But in terms of actual pieces of music, FFV and FFVI can't be beat.

Character System

The junction system adds a layer of depth to FFVIII's slick character-building setup, but it also has its own share of drawbacks when compared to character development in past games. Our main gripe: No one person becomes a master at a particular fighting style, since the junction system lets you swap abilities among party members about you want to.

This is the category where FFV and FFVI really shine. FFV's ultra-deep job/ability system (which Square adapted for FF Tactics) is one of the great innovations in RPG history. Your characters earn new skills and abilities every time they advance a level. Heck, they even change in appearance. FFVI's system stands out for the sheer uniqueness of each character you come across. You have a brawler, a swordsman, etc., and you must choose the right team for the job.

Battles

The battle systems in all the games here are similar. They use the Active Timer Battle gauge established in FFIV, and combat is random (although you can skip battles in FFVIII). FFVIII's battles are a bit interactive. Tap R1 to fire Squall's Gunblade. Some limit breaks use button combos. Rapid-fire mashing of the Square button powers up Gunblade attacks.

FFV is the one Final Fantasy game in which you really want to fight. Combat yields ability points, which in turn improve your characters. We've spent hours seeking battles just to build abilities. Combat in FFVI is just plain fun. Each character has his/her own interactive twist, such as Sabin's Street Fighter combos or Setzer's slot-machine attacks. Of course, combat's more fun to watch in FFVIII.



Ease of Play

Now here's a game with a learning curve. FFVIII packs deep gameplay—which is good—but it also means you'll need to spend time with the tutorials. You'll probably make a few mistakes before you figure everything out, too, you can have the game optimize characters automatically, but you're better off doing that yourself.

If you're at all familiar with Final Fantasy games, you won't have any trouble getting into FFVI from the get-go. It drops you right into the action and offers the same training room found in all Super NES Final Fantasy titles. FFV is a bit more complicated—thanks to its job/ability system. But it never gets more complex than FFVIII. Final Fantasy veterans will have no problems getting into the swing of things.

Value

Well worth the money. The game is easily the PlayStation's best RPG, and its quest will last you at least 50 hours, your first time through.

Anthology has the edge here. Even if you've played FFV, this thing is worth it for V. Plus, don't forget that you get a music CD and the whole package is $10 less than VIII.



Chocobo, What Have They Done To You?

Square has gone too soft with Chocobo its licensing bitch. The big birds now star in their own games (Mysterious Dungeon 2 and Chocobo Racing) and have a role in FFVIII.

We liked them better when they were just cute, silly birds.



The Winner Is...

It's a close call in all categories, but the titanic bargain of getting two classic Final Fantasy games for less puts Anthology on top.

Final Fantasy Anthology

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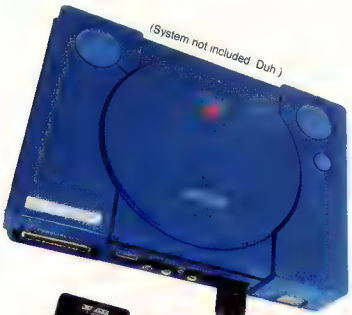
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foursome. Use your Memory Card to save a level or disemboweling fighting combo. For serious one-on-one arcade action, use a Link Cable to hook up two consoles and two TVs. And if your TV's missing a video input, our RFU Adaptors will end your woes. Let's not forget S Video Cables. A must for high-resolution beat-downs. And unlike generic accessories, you'll never run the risk of damaging your console. Or living a life of mediocrity.

Power Tools

Peripheral Reviews





The picture quality just degrades too much with the RF Max.

RF Max 900

Company	System	Price
Nyko	PS, N64, DC	$39.99

Wireless controllers have long been on the market, but what about wireless game systems? Nyko has developed this device so your system can sit away from the TV while still transmitting all of the necessary audio and video signals to the tube. It works fine, but the signal is being sent through a low-quality RF signal. Hence, the drop in the visual clarity of the RF Max compared to regular A/V cables is very noticeable. And no one wants blurry-looking games—especially on the Dreamcast. It's a good idea but it's just not quite there yet.

www.nyko.com

Rumble Rod

Company	System	Price
Mad Catz	N64	$29.99

Fishing games are huge, so it makes sense to make a fishing controller for the masses of people out there buying all of these fishing games. And while the Rumble Rod itself looks and feels like a real fishing rod, what it does in compatible fishing games isn't very thrilling. A little motor inside tugs on the "line" when a fish hits—it just doesn't tug enough. Fishing fanatics may like it, but we'll stick with the Rumble Pak and save $30.

www.madcatz.com



Batteries go in the handle here. Great—more frickin' batteries...

Home Arcade System

Company	System	Price
Blaze	PS, N64	$79.99

It's about time somebody made something like this—a cabinet specially designed with gamers in mind. There's plenty of storage space for games, controllers and more, and the system sits countersunk on its own shelf. The construction of the unit is quite sturdy considering the price, and it's a snap to put together. Problem is, the space for the TV is only big enough for a 21-inch TV or smaller. Hence, it's probably best for people who have their game systems in their bedroom, or in a college dorm. But it's still one of the coolest products we've come across in a long time.

www.blaze-gear.com

Power Link

Company	System	Price
Nyko	GBC	$9.99

It's an all-in-one link cable that's compatible with any and all linkable Game Boy systems and products. And that's about it. It works and that's what counts. It's nice to have all of your cables in one go. And the nice thing is, it has that cool iMac look to it.

www.nyko.com

four, four, four plugs in one...



Shock 2

Company	System	Price
Guillemot	PS	$17.99

The regular Shock2 controller is just like the infrared version, except without the wireless features. As such, our main complaints are the bulkiness of the pad and how overly rumbly it gets. Still, the price is right and—for it being a third-party product—the controller itself feels nearly as solid as a first-party pad.

www.guillemot.com



This A/B switch is for maximum compatibility.

Infrared Shock 2

Company	System	Price
Guillemot	PS	$29.99

Infrared controllers have long been looked down upon since they require batteries and need to be within a certain range to work properly. And while the Infrared Shock2 has an admirable range, the battery requirement just doesn't appeal to us. Plus the pad is too bulky. Thankfully the buttons and sticks are well-placed and feel good, and the pad has a rubberized shell for easy gripping.

www.guillemot.com

Worm Light

Company	System	Price
Nyko	GBC	$9.99

It's such a simple idea, it's no wonder somebody didn't think of it sooner. Instead of the usual big chunk of plastic, it's a little bendy light that sticks in the side of your system. Plus it draws power from the Game Boy instead of using additional batteries. It causes glare at certain angles, but since it's easy to manipulate this is no big deal. It's a really cool device.

www.nyko.com



Bend the wire to the optimum angle, and it'll stay put.

Intensor LX

Company	System	Price
Imeron Tech.	Any	$179.99

The original version of this chair was priced way too high for the average gamer. Now that this has been addressed a bit, we can get into more details about the chair's new construction. Knobs have been placed in a more natural position than before, speaker quality has been upped and assembly is a cinch. It's a little high in price, but the thing really works well with action games or others with lots of explosions. This version of the Intensor is much better than the first.

www.imeron.com


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EVERYONE E

NINTENDO 64

PlayStation

Review Crew

Team EGM

As we enter the sporting season once more, we've decided to expand the Review Crew still further with *Team EGM*. The three attractive young hipsters below will be aiding the Dean and other members of the Review Crew with football, hockey, baseball, basketball and soccer reviews. This will go further to help bring you the most authoritative reviews in the business. All are bona-fide loons with boundless knowledge of all things sporty.

Crispin Boyer

With the Dreamcast nearly here, staff members are engaged in their usual pre-launch rituals: atomic situps, DQ Creamblast chugging, etc. Cris is celebrating the occasion with his customary launch-day mullet haircut. Imagine his dismay when everyone showed up on 9/9/99 with shiny new mullets, too.

Current Favorites
FF Anthology, Rayman 2

Favorite Genres
Action, Adventure





Che Chou

The Dreamcast is a cream-blast, that's for sure. While everyone cultivated their mullets, Che got his hair done bright red. Aside from traveling coast-to-coast and soaking up gaming goodness, Che's been on the lookout for Mankey and his evolved form, Primeape.

Current Favorites
Soul Calibur, Tony Hawk, Front Mission Third, FFA

Favorite Genres
Fighting, racing, RPG

John Davison

John's been cracking the whip recently, partly inspired by the recent DVD release of *Full Metal Jacket*. Now, in a fit of cruelty he's forcing all new contributors and misbehaving editors to sport a mullet & mustache combination for a full week—as ably demonstrated by *Team EGM*.

urrent Favorites
Soul Calibur, Winback, Hot Wheels Racing

Favorite Genres
Action, Racing





Dean Hager

Holy smokes, has Dean received a lot of grief for giving the fledgling NFL 2K a very respectable "8" in the last issue. Maybe people are interpreting statements like "NFL 2K is a must-buy game indeed." as "Gosh, this game sucks!" Go figure?

Current Favorites
Madden 2000, NFL2K, NCAA Football 2000, Ready 2 Rumble

Favorite Genres
Sports, Racing



Dan Leahy

Current Favorites
Madden 2000, NHL 2000, FaceOff 2000, NFL 2K

Dan's schedule rotates around a 24-7 schedule of football. The "all-pigskin" diet goes something like this...Video game football, fantasy football, followed by watching football at home. Dan swears the gridiron grind doesn't get to him, but we think wearing a helmet to work is a bit excessive.

Dan Hsu "Shoe"

Shoe's all upset over the possibility that Namco won't be doing any more DC games. Sure, he can play Tekken 4 on PS 2, but he was hoping for longer term DC support from them. On the happy side, Shoe's all psyched for a Panel De Pon 64 (aka Tetris Attack 64).

Current Favorites
Soul Calibur, Shenmue, Final Fantasy Anthology

Favorite Genres
Strategy, Puzzle





Chris Johnston

Somehow, Chris was able to lug all the Pokégear he picked up in Japan back to the *EGM* offices. The jetlag must be affecting his head, because during deadline he could be heard yelling out phrases in a southern accent. Perhaps he really is considering opening a Pokémon Ranch...

Current Favorites
Rayman 2, Final Fantasy Anthology, Hot Wheels

Favorite Genres
Adventure, Puzzle

SHINY NEW Review Crew Member COMING SOON!

Who Will It Be?
Our search for the last RC member is nearly over. But who will it be? The 'real' Elephant Sak? The return of Sushi-X? Find out soon.





Shawn Smith

All of these review games mean long hours, junk food and lack of exercise for Shawn. So to avoid getting a chubby belly, Shawn has recently started a rigorous workout routine. It includes such exercises as deep knee bends, atomic sit-ups, the world-famous mankey squats and many others.

Current Favorites
Winback, Rayman 2, Tony Hawk's Pro Skater

Favorite Genres
Action, Adventure



John Ricciardi

Current Favorites
Madden 2000, NHL 2000, FaceOff 2000, NBA Showtime

Some of you may recognize this chap... previously the Reviews editor of *EGM*, he has now moved up the chain of command to take the reins of *Expert Gamer* as editor in chief. A long-term sports game fan he's the self-proclaimed office champ at pretty much anything hockey related.



Todd Zuniga

Current Favorites
NHL 2000, Madden 2000, NCAA Final Four, NBA Showtime

Also known as T-Zone, Todd joins *Team EGM* fresh off an office championship in NBA Showtime. He says you gotta beat the best to be the best, and has plans for establishing a new reign as the resident Madden champion. "You can't stop T-Zone, you can only hope to contain him."

This Month...

Yet again, we're sad to inform you that we're unable to bring you a review of House of the Dead 2. We've got the game...but we've yet to get our hands on an "official" U.S. light gun (this issue goes to press before 9/9/99). Next month, finally, we'll be able to bring you our opinions—and **we encourage you to send us your reviews of all the Dreamcast games for our Reader Reviews section.** This should prove to be a hot topic in coming months. Please remember...**all games are reviewed within their own genre and take into consideration other games available on each specific system.** Refer to our philosophy (below) and remember that a 5.0 is an average score.

Our Philosophy

10 9 8 7 6 **5** 4 3 2 1 **0**

EGM rates games based on how they compare with other titles on the same system. The highest score we'll give a game is a 10. When a game receives a 10, you can rest assured it's one of the best games ever made—a revolutionary title that truly stands above everything else in its genre for its time. At the other end of the spectrum sits the lowest score a game can receive: a 0.0. This is the kind of game you want to avoid at all costs. It's pure crap, as our scale (above) explains. In the middle lies the average grade, 5.0. We repeat: 5.0 IS AN AVERAGE GRADE. Simple, ain't it?

Our Awards

Platinum Awards go to games that get four 10's, the best and rarest review a game can get.

Gold Awards go to games whose average score equals 9.0 or higher.

Games that average at least an 8.0 receive **Silver Awards.**



Publisher: Sega
Developer: Sega
Featured In: *EGM* #120
Players: 1-2
Supports: Jump Pack
Best Feature: Arcade perfect (natch)
Worst Feature: Short, easy and dull
Web Site: www.sega.com

You've got to switch into a different frame of mind when you play a game like Dynamite Cop. You have to forget about the last five years of game development, and remember the time when Fina, Fight and Streets of Rage ruled the roost. On face value it has to be said that it's spectacularly dull, far too easy and remarkably short. It's not particularly rewarding if you play it really hard, and if you complete all of the objectives, the secrets that open up are hardly worth the considerable effort involved. Sure, there are multiple characters and three variations on the missions (until you open up the extra mode) but they're all far too similar. **Prolonged play results in extreme frustration** as you learn that this is only as much fun as you are prepared to get out of it. You start making your own objectives like 'I'm going to clear this stage just with my fists' or "I'm going to see how long I can keep my character in just his briefs' (health is indicated by state of dress btw)—but this only satisfies for a while. Soon, you start to notice the idiosyncrasies of the graphics and questioning the most bizarre things. Why do all the characters have enormous noses? Why is the script so bad? Why is the president's daughter so fugly? Why is that man wearing a crab on his back? Nostalgic players may love it. Impatient ones will despise it.

John

You're either a fan of Die Hard Arcade or you're not, it's that simple. **Dynamite Cop retains the same basic gameplay of DHA** but now you're working with Naomi power. Behind all the offbeat weapons and combos is a game you can master to an absolute certainty. Sure it's repetitious, but then again, so are shooters. Bosses have patterns of their own which you can memorize and exploit. Check out this game while you wait for its prettier cousin Zombie Revenge.

Che

Dynamite Cop isn't that bad. No, I'm serious. All you have to do is realize that: a.) This is a port of an arcade game, so it doesn't take that long to beat, b.) It's incredibly goofy (not on purpose, I don't think), c.) It shouldn't be taken too seriously, d.) It involves an awful lot of button mashing, and e.) You might get pissed if you spent good money on this disc. But the game is still enjoyable and worth checking out! Like Die Hard Arcade, it's mindless fun.

Shoe

This arcade port has cheap thrills in abundance; too bad the gameplay wears thin fast. Sure, you get a lot of level variety with the three characters. And you'll probably dig Dynamite Cop if twitch games that look pretty are your thing. But **this game turned into a chore.** Despite some cool weapons and the enticing idea of seeing your female character's clothes knocked off as she takes damage, the button-mashing gameplay didn't hold my interest.

Crispin

VISUALS	SOUND	INGENUITY	REPLAY
6	6	5	5



Publisher: Midway
Developer: Midway/Avalanche
Featured In: *EGM* #120
Players: 1-4
Supports: Jump Pack
Best Feature: Incredibly fun
Worst Feature: AI can be dumb sometimes
Web Site: www.midway.com

Getting a console-based version of Blitz that's better or at least as good as anything that has been at the arcade is pretty awesome. There isn't one thing off center about Blitz 2000. And since most every arcade version of Blitz that has been out kicks so much booty...well, you see the score. **The play is fun as hell and incredibly easy to get into.** The graphics in this DC version are spot-on—super crisp and clear. Animation is right-on. The sound quips from the announcer are still hilarious. And the play selection and passing interfaces are still as easy as ever. Dreamcast owners who've never played a console version of Blitz are going to be in for a real treat. And even if you have had the pleasure of playing other versions of Blitz 2000, or any of the other games in the series, the graphics and smooth play will still be pleasing. The one-player is a blast thanks to AI that's pretty smart most of the time. But of course the two- to four-player stuff is the biggest treat. Throw four controllers in the system with custom plays and the whole nine yards and go to work. Needless to say, Blitz 2000 was an excellent way to alleviate late-night deadline stress this month. Blitz is an excellent alternative to the sim-like nature of NFL2k. And actually, if you have the extra dough, I think it'd be a good idea to have both games in your library for balance.

Shawn

I'd like to say that this is THE Blitz 2000 to get, but the bugs are crawling all over. This Blitz was clearly rushed, because it crashes once in a great while (and you can see other silly little oversights, like the code entry screen not telling you that you inputted the code correctly). But if you can get used to the problems, you'll find an awesome-looking (and playing) conversion. The VMU play screen is a nice touch for those hidden play selections.

Shoe

If there was ever one version of Blitz that was worth owning, this baby is it. NFL Blitz 2000 for DC one ups the arcade version of Blitz 99 in every way, making for a better-than-arcade-perfect experience. The new stuff added for "2000" is pretty slim, but it doesn't matter—**just having a perfect four-player version of Blitz at home is reason enough to get this.** My only complaint? The final game has a couple of minor bugs, which dampens things a bit.

John R.

What more can I say about this game? **It's arcade perfect, fast, exciting, 4-player equipped...**the list goes on and on. Naturally, out of all the systems sporting Blitz 2000, this one kicks the most "arse" (as John would say). I like the custom play editor as well as the ability to create your own mix from other teams' reserves. Helmet-popping, on-side kicks and mushy fields are nice additions. Dreamcast owners should definitely own this arcade classic.

Dean

VISUALS	SOUND	INGENUITY	REPLAY
8	8	8	9

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Trickstyle



Publisher:	**Acclaim**
Developer:	**Criterion Studios**
Featured In:	***EGM* #123**
Players:	**1-2**
Supports:	**None**
Best Feature:	**Graphics**
Worst Feature:	**Short courses**
Web Site:	**www.acclaim.net**

The first thing you'll notice about TrickStyle is its incredible graphics. **The game is filled with tons of detailed polygon models and textures**, and all kinds of fancy effects. It really is a great example of what the Dreamcast is capable of. Next, you'll notice the game runs at a continuous 30 fps. It's quick—not too quick, but definitely quick enough. Then, after a few races you'll notice the control, and how it's pretty tricky to get the hang of. And that's when the game gets interesting. When you're having trouble getting past a stage, it may be time to learn a new trick. Once you learn the trick and complete the course you were having trouble with, you get a new board. Once you get a new board, you can move on to the next circuit...and so goes the game. It sounds like standard racing game stuff, but TrickStyle does it with style. On the negative side though, beautifully designed courses are often far too short. And one track in particular (the 5th track on the Japan circuit) is so ridiculously hard, it'll drive you to drink—even though it's admittedly the coolest-looking track ever. Basically, they could've prepared you better. And lastly the AI could've been more balanced. It's either way too good, or actually slows down for you when you're in last place. On a side note, the VMU mini-game is fun but doesn't really do much for the game. **Shawn**

Trickstyle, a game that's neither tricky nor stylish. Well, OK, it's a little tricky. It certainly does take a while to get used to the controls, but once you do, the game instantly gets better. Since performing tricks often boosts your speed, you'll need to pull them out often. I also like how different moves can smoothly transition into each other. But call me old-fashioned, **I just can't get into riding a board without wheels**. What, no grinds? Sacrilege! **Che**

Imagine a cross between WipeOut and a skateboarding game, and you'll be pretty much there. It looks absolutely fantastic, but there are some things about it that I'm not a big fan of. Maybe it's just me, but **I found the tricks way too difficult to come to grips with.** It just didn't feel natural. Couple that with the weirdly erratic AI in the other racers, and it all feels a bit off balance. And what's with the VMU game? My phone has the same function built into it. **John**

If you're into hoverboards and really pretty graphics, TrickStyle is right up your alley. **To some extent it's more show than go but not horribly so.** Think of it as your introduction to the world of DC graphics. The courses are pretty darned creative if not a little hard to master. The tricks are pretty tough as well. Overall TrickStyle doesn't do much for me. It certainly doesn't break new ground, it simply polishes up the ol' futuristic hoverboard genre a bit. **Dean**

VISUALS	SOUND	INGENUITY	REPLAY
8	7	8	7

Virtua Fighter 3tb



Publisher:	**Sega**
Developer:	**Genki**
Featured In:	***EGM* #118**
Players:	**1-2**
Supports:	**None**
Best Feature:	**VF3 gameplay fully intact**
Worst Feature:	**Graphics are sub-Model 3 quality**
Web Site:	**www.sega.com**

Being the rehabilitated VF2 junkie that I am, I have mixed feelings about VF3tb. It seemed AM2 had finally accomplished their goal with VF3 on Model 3: to make a game with unsurpassed depth and visuals. So it's no surprise I had ridiculously high expectations of VF3tb on the Dreamcast. The import version was shakey but overall I thought it was a pretty decent port, especially if you consider how much time Genki had before the Japanese Dreamcast launch. The fact that it lacked a versus mode was a silly oversight, but who cares?! It was in my living room! With a U.S. release pending, **hopes were high for Sega to fix some of the problems found on the import, and thankfully, they did**. Added to the U.S. version is that much-needed versus mode which most of us took for granted when Street Fighter 2 came out on the SNES back in 1992. Other improvements were made to the graphics but to be totally honest, it's hard to tell what they were exactly. The shadows have certainly improved, yes, but the character models have retained their imperfection. Just take a look at Sarah's jagged ass or Jacky's unflappable jacket. I know it's nitpicking but this game was a masterpiece on the Model 3. What really counts though, is that VF3tb's gameplay is fully intact. And as a 3D fighter, it's one of the best. **Che**

VF3tb has none of the flash Soul Calibur has. Nor is its combat system as enjoyable to fight with. But VF3tb still holds its own. I was fortunate enough to be a bit of a novice when I started reviewing this one, and as I progressed and learned more guarding and canceling techniques, the game became much more enjoyable. VF3tb simply has tons of technical stuff to learn if you want to. **But it does look rather dated—especially when compared to Soul Calibur.** **Shawn**

It can be extremely hard trying to play this game after being immersed in Soul Calibur-ness for so long, but if you can purge that out of your system and start afresh, you'll find an excellent game in VF3tb. Translation-wise, this game looks and plays great, although a better training mode or more motivation to play the single-player game (like SC's Mission Mode) would be ideal. **VF3tb is solid, fun and very technical...but a bit dry.** **Shoe**

Sega has been pretty smart in releasing this a while after the incredible Soul Calibur, as it really does suffer in light of Namco's classic. While it doesn't stand up to the best in terms of presentation, **the gameplay is very in-depth and quite different to what many fighting games present**. The ducking and dodging nature of the fights give them an almost graceful, dance-like quality. Make sure you play with a stick though...it's real bad with a DC pad. **John**

VISUALS	SOUND	INGENUITY	REPLAY
6	6	7	6

BattleTanx: Global Domination



Publisher:	**3DO**
Developer:	**3DO**
Featured In:	***EGM* #120**
Players:	**1-4**
Supports:	**Rumble Pak, Controller Pak**
Best Feature:	**Two-player co-op for the main game**
Worst Feature:	**Frustrating escort missions**
Web Site:	**www.3do.com**

Easily the best thing about the original BattleTanx was its four player mode. 3DO apparently realized that; they've gone and supercharged this sequel's multiplayer capabilities. **You need never play this game alone**, because—and this is the best thing about BattleTanx: Global Assault—two players can go through the story mode cooperatively. In fact, you can even play through most missions solo, if you like, and only have a pal jump in if a particular stage gets too tricky. I ended up having to do just that with the two escort levels, which have you protecting a convoy of cargo tanks. These missions are far too difficult and frustrating when played alone, but when I had Shoe join in, we got through 'em just fine. It's the huge selection of multiplayer modes—seven in all—that's the real life of this party. You can play them by yourself against AI drones, or play with a second player and team up against the computer. But do yourself a favor: Get three friends and split into teams of two. It works great for the capture-the-flag like Battlelord Mode and the Hold-em game, both of which require teamwork. I also like the Convoy Mode, which has players splitting into teams of attackers and defenders of a tank convoy. And while the graphics are just so-so, they do keep a smooth frame-rate for the multiplayer games. **Crispin**

3DO has obviously paid attention to what people liked about the original Battle Tanx and has really put a lot into the multiplayer aspects of the sequel. **The team based play is especially fun,** and I got a big kick out of the capture-the-flag style games as well as the Deathmatch modes. Unlike Crispin though, I thought the convoy (protect and attack) game had some serious play-balance issues which prevented it from lasting long enough to actually be fun. **John**

BattleTanx was a nice surprise—an actual tank game that doesn't suck. **The real strength behind this title is its well-implemented multiplayer mode.** There are enough deathmatch variations to keep the the party going for a while. I did find the level design to be boring and uninspired. Every stage felt like an empty shipping dock with square warehouses. Still, I gotta give BattleTanx props for maintaining a smooth frame-rate in the heat of battle. **Che**

Forget grandiose story lines and epic adventures and deep gameplay for a second. Let's visit that primal bit of ourselves that just loves to blow s*** up real good. **BattleTanx: GD is just the perfect game to satisfy that destructive inner child in all of us.** Sure it's shallow, but it's a ton of heavy-duty arcade-action fun (don't expect any more depth than that). The multiplayer stuff (esp. co-op) is fantastic, making this one of the better group games around. **Shoe**

VISUALS	SOUND	INGENUITY	REPLAY
7	7	6	8

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Destruction Derby 64



Publisher:	THQ
Developer:	Looking Glass Studios
Featured In:	*EGM* #123
Players:	1-4
Supports:	Rumble Pak
Best Feature:	Four-player capture-the-flag
Worst Feature:	Choppy frame-rate
Web Site:	www.thq.com

This game managed to both impress and disappoint me. All the basic car-crunching ingredients from the PlayStation Destruction Derby prequels are here. But the car, physics and damage models are much less realistic, giving the game more of an arcade feel. The graphics are decent, with no fog or pop-up, and the game manages to cram a lot of cars on screen at once. But the **gameplay is so terribly choppy that you have to play for a while to get used to it**. The frame-rate seems to drop below 15 frames per second at times, even when there aren't a lot of cars on the screen. The choppiness hurts the multiplayer modes, since the frame-rate really suffers once you kick on four-player split-screen. The only multiplayer mode that's not too badly affected is Capture the Flag. And this mode is more fun than the overly hyped Bomb Tag, which is too choppy and gets dull fast. As far as the one-player game goes, it's nothing special. Once you open one of the sturdy secret cars, you can clear all the circuits fairly easily just by ramming head-on into every oncoming baddie. There's very little strategy here. The bowl-shaped arenas are still the highlight of the game. They're chaotic, intense and fun, even if I never really figured out the damage scoring system. Still, the thrills here, as in the rest of the game, are shortlived. **Crispin**

Like Road Rash 64 and its predecessors, this doesn't feel anything like the previous DD's. Granted it's a different system, it should at least vaguely resemble the others. On its own merits it's not terrible, just mediocre. The physics are not conducive to exciting car-crunchin' action. They tend to bounce off one another rather than cause major havoc. The frame-rate is skippy as well. **The only thing I like about DD64 is multiplayer Capture The Flag.** **Dean**

I can honestly say that I didn't particularly enjoy anything about this game except one mode...the four-player capture the flag game which was incredibly addictive. Racing around the unimaginative arenas with your teammate trying to grab your opponents' flag while kicking their asses is incredibly addictive. **I'm not sure if it's really $50 worth of fun though.** The rest of the game I can live without. It doesn't look that great, or play that great. **John**

As far as the series goes, this Destruction Derby feels the worst. The cars are real floaty, and for some reason, they like to ride up vertical walls and flip over a lot (you'll be on your back more than Monica Le...um, never mind) But the one great thing this game does have is four-player support. Most of the multiplayer modes are dull, but **Capture the Flag is an absolutely must-play**. Too bad there aren't more well thought-out modes or more tracks. **Shoe**

VISUALS	SOUND	INGENUITY	REPLAY
5	5	5	5

Hot Wheels Turbo Racing



Publisher:	Electronic Arts
Developer:	Stormfront Studios
Featured In:	*EGM* #122
Players:	1-2
Supports:	Rumble Pak, Memory Pak
Best Feature:	Selection of classic Hot Wheels
Worst Feature:	Track environments
Web Site:	www.ea.com

When I first heard about HWTR I thought it would be a Micro Machines/Circuit Breakers-inspired game. I imagined tracks and environments similar to the way we made 'em as kids down the stairs, off the dresser, under chairs, etc. I also thought it would incorporate things like the car wash, garages, those gauntlet-like rubber thrusty things...anyway, to my disappointment the game doesn't take that approach. Think of it as a cross between San Francisco Rush and Beetle Adventure Racing. The tracks are a mixture of traditional racing game fare–snow courses, deserts, etc., and old-school HW stuff: loops, criscrosses and helix twists. So, essentially it's most of the cool things from the old sets laid out in fantasy land. Beyond the so-so environments, I really like the game. **The racing is fast and smooth and has that gut-dropping, roller-coaster feel.** You perform mid-air stunts for extra turbos. Once that's done, it's a thrust-a-thon to the finish line. The AI is tuned for tight races but unfortunately two-player races aren't as exciting. It'd be nice if computer cars raced along as well. Being somewhat nostalgic I also like the large selection of classic Hot Wheels. Fans of the little cars will definitely dig that. In the end, it's no Beetle Adventure Racing but it does have a simple charm. Younger gamers will really like it. **Dean**

I cannot believe someone didn't do this earlier. I used to love playing with Hot Wheels cars when I was a youngin', and this game is **the culmination of childhood dreams of racing the ultimate track**. Just about the only thing missing from this game is a track editor (can't have everything, I guess). It stays true to the Hot Wheels license, with handfuls of shortcuts, plenty of cars to choose from, and a wide variety of tracks make this soooo much fun. **Chris**

This game's track designers must have been working overtime, because the levels are the best thing here. Courses are crammed with corkscrews, loops, ramps, slopes--everything you'd include if you could build your own life-size Hot Wheels track. **The actual gameplay, however, needs help.** Although I like the stunt system, control's a bit flaky; it's too easy to turbo backward accidentally and you spend most of the race bashing into the track's sides. **Crispin**

It's not the greatest racer ever, but it is strangely addictive thanks to the fact that it keeps the sense of competition alive throughout the races. You can move between last and first place within the space of a lap meaning that **the balance of power is continually shifting throughout each one-player race.** It's a shame that this sense of urgency isn't apparent in the multiplayer games. I like the stunt system too. It's superfluous, but makes things fun. **John**

VISUALS	SOUND	INGENUITY	REPLAY
7	6	6	7

NFL Quarterback Club 2000



Publisher:	Acclaim
Developer:	Acclaim Studios-Austin
Featured In:	*EGM* #123
Players:	1-4
Supports:	Rumble Pak, Controller Pak, Exp. Pak
Best Feature:	Good replays
Worst Feature:	Jerky frame-rate
Web Site:	www.acclaim.com

I have to give credit to Acclaim for trying to make QB Club 2000 smarter and more intuitive, but unfortunately it has backfired in a big way. First off, if you don't own an Expansion Pak forget about it. Without one the game moves painfully slow even on low resolution. This alone is baffling, after all, why put so much emphasis on the graphics when the AI and gameplay are the neediest parts of the game? Making the title more interactive by user-controlled catching and trickier plays is not the answer either. To be fair the AI is better this year. You can't run wild with your quarterback nor can you speed-burst your way down field. The turbo was ditched in the name of realistic play. But sadly the improvements are totally eclipsed by the problems. The worst being the jerky, frame-skipping animation. It's really hard to follow the action after the snap not to mention trying to complete a pass. **The view after the snap for passing plays is hideous** as well. Finally, there seems to be some bugs. Computer running backs will sometimes run out of bounds when faced with an open field. Also, switching to the man closest to the ball is often too slow or won't work at all. Could these be cheap ways to keep games close? Whatever the case may be, I can't recommend this game to anyone. I think the QB Club series has run its course. **Dean**

This is NOT a club I'll be joining anytime soon. **There is no reason to buy this game given the quality of other football titles available on the N64 (including earlier versions of QBC).** This game's growth must have been stunted shortly after the nice graphics were in place. Control is horrid and the frame-rate, even with the expansion pack, does not lend itself to fun football. The passing game is a cruel joke. Not recommended. **Dan**

Wow. Somehow Acclaim managed to take last year's relatively decent QB Club 99 and totally ruin it. It's not even worth it for me to get into gameplay details here, because I can tell you right now—**there's NO way you want to buy this game.** The frame-rate, even with the Expansion Pak in and all detail levels turned off, SUCKS. It's like watching a slide show it's so bad. There are several much better football games on the N64—steer clear of this turd. **John R**

I honestly can't say I knew what was going on while I was playing. **The players look great . . . until the quarterback shouts hike.** The frame-rate is choppy and as soon I snapped the ball it was mass confusion. The playbook doesn't differentiate between the running and passing plays, so I'd find myself sacked before I knew what hit me. The only positives are a pretty instant replay and a few good run animations. But that's obviously not enough. **Todd**

VISUALS	SOUND	INGENUITY	REPLAY
4	4	3	1

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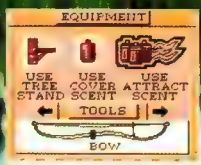
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Jet Force Gemini



Publisher: Nintendo
Developer: Rare
Featured In: *EGM* #121
Players: 1-4
Supports: Rumble Pak
Best Feature: Huge levels, fun to play
Worst Feature: Learning curve on the control
Web Site: www.nintendo.com

Rare has a reputation for making games with deep gameplay. Jet Force Gemini is no different. Over the time the company spent developing Jet Force, it's changed the look a few times, thankfully landing on a much more mature design for Juno and Vela (Lupus was always pretty cool). If you're used to the control of first-person shooters (especially Turok), you'll feel right at home with Jet Force's control. Some of the environments in the game look fantastic, but sometimes the games gets choppy when there are hordes of enemies on the screen. Oddly, it doesn't support the RAM Pak, and we have to question whether or not it would have solved the problem of the frame rate or if it could have made some of these stunning visuals even better. But if it's one thing Rare does really well, it's creating a movie-like atmosphere using the in-game engine. While FMV does the trick for

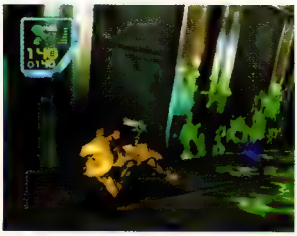




You'll meet some of the biggest, baddest and meanest bugs in the galaxy as you navigate through Jet Force's huge levels.

some games, it makes the game feel more cohesive if the characters you see in cinemas look like the characters you're controlling in-game. The game itself feels sort've like what a new Metroid game would be like if it was put into 3-D and very reminiscent feels (gameplay-wise) like a deep 8- or 16-Bit game. And while you can't complain about mini-games, there seems to be an awful lot in here. As far as multiplayer goes, it delivers tons of options—all of which you have to unlock by going through the game in one-player. Even though it's got all these options, we didn't feel that the multiplayer was as strong as it could have been. Almost as if it would have been better had Rare spent more time developing or tweaking those levels. Probably the best part about Jet Force is the absolutely excellent bosses (Mizar's minions are some tough lookin' customers), and the fact that you'll be playing this game weeks after you've bought it...hmm, just in time for Perfect Dark.

After vaporizing a string of bug enemies, they'll leave a trail of green goo. There's even one bug enemy you'll run into that likes to feast on the remains of those bugs you've smacked down.



Jet Force is **the only first-person shooter on a console that I have ever had fun playing.** It's not entirely an FPS—it's a mix of tried-and-true 3D platform-style and FPS gameplay. You switch control schemes from a third-person to pseudo first-person view for blasting baddies. It takes a while to get used to, especially if you don't play many (or in my case, any) first-person shooters. There's no way to customize the control either, and I wished there was a way to get the crosshairs to move a tad slower in first-person mode—the analog's a bit too touchy. It's fine for the one-player game, but multiplayer is missing something. One other gripe about the analog is that you can't stop on a dime. If you release the analog stick while walking your character will keep moving for a few steps. If you're on the edge of a platform, this means certain death. Graphics and music in Jet Force's cinemas give you the feeling that you're playing an epic adventure. The frame-rate does suffer the more enemies there are on screen, which can lead to some confusing moments. There's so much to do and interact with in this game. As you progress you unlock secrets and extra games that boost the replay a lot. And don't be fooled—this isn't a short game. It'll take you *many* hours to navigate through all the levels with all three characters.

Chris

Jet Force Gemini is like a culmination of every bad Rare habit and then some. That's not to say JFG is a bad game, not at all. In fact, JFG is highly ambitious and quite polished too. The only problem is, **it feels like a generic 3D platform shooter.** The dopey character designs don't help much to establish personality and the story is pretty much throwaway. You end up just wanting to gib some insects, or play deathmatch with your friends. Cute and gory

Che

JFG doesn't have the kind of impact you expect from a Rare game...at first. But after some play time, it's easy to see what separates JFG from others. It has robust gameplay, a multiplayer mode jam-packed with stuff and the best soundtrack on the N64 to date (next to GoldenEye, of course). JFG isn't without flaws though. The lack of variety in enemy types, a flaky camera and unintuitive control can get annoying. Still, it's another Rare gem.

Shawn

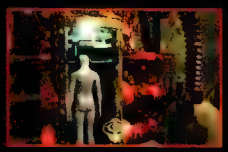
When Rare's in charge of a project, you just know it won't be something small and insignificant. This action/adventure game is humongous, with lots to see and do. And while things may get intimidating at times (especially with these larger-than-life bosses), you'll never feel overwhelmed. Buy this game for the single-player experience, but don't expect much multiplayer-wise...even with a myriad of options, multiplay JFG is really boring after a few sessions

Shoe

VISUALS	SOUND	INGENUITY	REPLAY
8	8	8	8

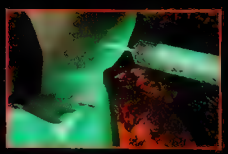
Juggernaut

Get ready for a roller coaster ride through Hell. **Juggernaut** will take you on a journey through time and space that could prove to be the most frightening and puzzling experience ever on a video game. Demonic possession, murder, and ghostly vendettas are some of the terrors that you will be forced to confront as you make your way through this 3 disc epic of horror. If your nerves and your intellect are good enough, **Juggernaut** will amply reward those who accept the challenge of this trip through dementia.









MATURE M

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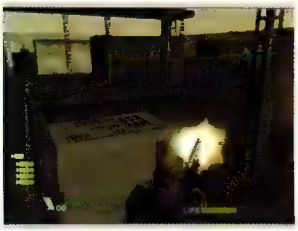
PlayStation

Winback: Covert Operations



Publisher:	Koei
Developer:	Omega Force
Featured In:	*EGM* #122
Players:	1-4
Supports:	Rumble Pak, Controller Pak
Best Feature:	Doing covert operations
Worst Feature:	Camera
Web Site:	www.koeigames.com

There's nothing quite like running around, hiding behind a crate and then jumping out '70s cop-show style to take down an enemy with a few shots from your pistol. Winback is filled to the rim with strangely satisfying stuff like this. To give you a little history lesson, Winback was supposed to come out well over a year ago. Right before its original release, Nintendo took interest and suggested it be taken back to the drawing board for some tweaks. They saw something special in Omega Force's game, and now that we've had some in-depth playing time we feel the same way. It will provide a great deal of fun—both in the action movie-esque one-player mode, and to a lesser extent in the variety of multiplayer modes. You control Jean-Luc who must stop a group of terrorists from using a satellite to blow up stuff around the world. And although the story line is a bit shaky in parts,





Many levels take place inside a giant scientific-type complex. And it's filled with plenty of boxes and stuff to hide behind.

it's very entertaining. As you make your way through the game's 30 or so stages, there's a lot of leaning against walls waiting for the right opportunity to jump out and start shooting. This sort of thing just never gets old. Characters are animated flawlessly, levels are designed extremely well (although the multiplayer ones tend to be on the small side) and the graphics are very pleasing to the eye. The game is filled with tons of action in the form of flying bullets and lots of tumbling and scripted cinematics which explain the story through cheesy but informative dialogue (character development in these parts is often cut short by an untimely shooting of one of your team members though). There's also a bunch of simple but effective puzzles to keep things interesting. Sure, Winback has some problems—like its flaky camera, fairly easy bosses, lack of weapon types, and AI that can be a little slow at times—but overall it's put together well, and definitely one to purchase.

Although Winback doesn't need you to be as sneaky as you have to be in something like Metal Gear Solid, it has plenty of opportunities for crawling around and hiding, and then jumping out and shooting.



I'm a Winback fan from way back, so I feel privileged to have seen how far the game has come. Winback is really something. **I love sneaking around, leaning against stuff until the time is right and then jumping out to shoot a terrorist in the gut.** But that's not all the graphically impressive Winback offers. Levels are designed well and offer a lot of cool gameplay elements. Checkpoints are placed in such a way that makes the game challenging but not tedious. The game throws a fair number of enemies at you, many of which are pretty smart (though not geniuses). The game is also fairly non-linear in some parts, offering multiple paths in a given situation. And lastly, Winback has plenty to offer by way of multiplayer modes—most of which are quite enjoyable (though more weapons would've been appreciated). But of course Winback isn't perfect. First off, the game's camera needs some work. Keeping an eye on your surroundings is key since you don't want to be seen by the enemy. All too often it gets screwed up for a second or two, which leaves you wide open to attacks. There's also puzzle bits that are prefaced by a quick flyby of the scene. This sounds cool but in doing this, the solution to the puzzle is usually revealed. This is bad. Nonetheless, Winback is very entertaining and that's what counts. **Shawn**

Winback is much more impressive than I thought it'd be. The graphics are really detailed, and the levels are interesting to work your way through. I'm not a big fan of the characters or the story line, but neither of these things really keep the game from being enjoyable. I agree with Shawn on the camera though—it really does need some work. I had the most fun with the multiplayer stuff, especially the Deathmatch and the Team Battle modes. **Chris**

Winback is a little Metal Gear and a lot of Syphon Filter. Sneaking around and picking off baddies is a lot of fun. **The controls take a little getting used to but they definitely work, especially for this type of game.** If you like popping off a shot, ducking back behind the wall, reloading, then creeping around and squeezing off another couple shots, this game is definitely for you. The multiplayer modes are hit or miss with me but I really like deathmatch modes. **Che**

It's weird, but Winback has almost as much in common with something like Virtua Cop as it does with Syphon Filter. **Beneath the stealthy adventure facade, this is actually quite a simple shooter** with lots of overly scripted sequences, but it's all carried off with enough panache to make it very atmospheric. The sneaking around and jumping out around corners will make you feel like Mel Gibson...but the story itself is a bit on the lame side. **John**

VISUALS	SOUND	INGENUITY	REPLAY
8	7	8	8

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Rayman 2 The Great Escape



Publisher:	Ubi Soft
Developer:	Ubi Soft
Featured In:	*EGM* #114
Players:	1
Supports:	Controller Pak, Expansion Pak
Best Feature:	Lush graphics, tight control
Worst Feature:	Music could be better
Web Site:	www.ubisoft.com

The amount of time Ubi Soft has taken to develop the N64 version of Rayman 2 was well-spent. This has got to be **the most detailed and lush game on the N64 ever.** Moreso than even Rare's best attempts. Even in low-detail and low-resolution, it looks great (though fuzzy in low res). The control is very tight and the difficulty is well-adjusted so that anyone can pick up and play right away. But perhaps my favorite feature of the game is the use of Z-targeting. This keeps the enemy you're attacking in your view at all times so you can dodge attacks quickly without having to worry about where the camera is positioned. It's been in a few games now and it makes so much sense that it's a shame more 3D action platform games don't have it. The action starts up right where Rayman 1 left off, and there's just about every kind of level a 3D action platform fan could ask for, too—Waterskiing, flying, sliding through tubes, wild piggyback rides on top of a missile with legs. Cinema scenes are done with the in-game engine and will make you laugh at least a few times. The music's nice, but more to fill the game's ambience than make their way into your head so you're humming them all day long. While we haven't heard much from Rayman in the past few years, it's nice to see that his return has been done the right way.

Chris

This game **has "sleeper hit" written all over it**. Rayman 2 is more fun than Tonic Trouble and looks better than Banjo. In fact, with the Expansion Pak in place, this thing pumps visuals that had some office passerby asking if I was playing a Dreamcast title. Better still, Rayman 2 offers plenty of gameplay variety, excellent control and fantastic level design. It's not quite as fun as my favorite 3D adventure game, Banjo-Kazooie, but it's close.

Crispin

Five years is a long time to wait for a sequel, but I think that **Ubi Soft has shocked us all with the quality of Rayman 2.** Graphically it's on a par with some of the Rare games (especially with the expansion pak) and the gameplay is sprinkled with cool ideas and quirky humor to keep you interested. The Z targeting system is a welcome feature too, making this one of the easiest to control 3D platformers around at the moment.

John

Rayman 2 is surprisingly awesome. I figured it'd be another uninspired 3D action/adventure. I was very wrong. There are a ton of imaginative and fun mini-games and gameplay elements in each of the levels, and the graphics are some of the best I've seen on the N64 to date (with the Ram Pak). And get this: The control and camera don't get all that touchy like most 3D games. It's obvious a lot of work has gone into this title, and it really shows when playing.

Shawn

VISUALS	SOUND	INGENUITY	REPLAY
10	8	8	8

Road Rash 64



Publisher:	THQ
Developer:	Pacific Coast Power&Light
Featured In:	*EGM* #121
Players:	1-4
Supports:	Rumble Pak, Controller Pak, Exp. Pak
Best Feature:	Cool combat
Worst Feature:	Simple graphics
Web Site:	www.thq.com

Like pretty much everyone I have fond memories of Road Rash. It's one of those franchises that's kind of lost its charm a bit over the years—but back in the day, on 3DO, it ruled. Oddly, it's taken a very long time for it to arrive on the N64, and it's interesting to see that the focus of the gameplay has shifted away from what we see on the PlayStation. While EA has gradually evolved it into more of a straight racing game, THQ has chosen to focus more on the combat and gang-warfare elements. **The race itself seems almost superficial as you batter your opponents with a range of oversized weapons...**and as a 'quick fix' game it's actually quite fun. Prolonged exposure to it though reveals that it just doesn't develop as quickly as you'd like. Sure, you earn money to buy better bikes, and you get the opportunity to join one of the gangs (so only half of the pack is trying to kick your ass) but it doesn't seem rewarding enough. The tracks are pretty dull too. There's hardly any attempt at providing alternate routes, and the whole thing almost feels 'on rails.' As a multiplayer game it suffers too. Many of the 'arenas' are far too limited, and if four of you play you can hardly see what's going on half of the time. It's just not fun. The music's pretty cool though...the first time you hear it, you'll double check it's a cart and not a CD.

John

This feels like Road Rash Lite to me, especially when compared to previous versions (3Do in particular). The sensation of speed is pretty low and the graphics are bland. **On top of that the animation looks totally goofball.** Multiplayer redeems the game somewhat—four-player road battles are good for a laugh. Unfortunately it's not entertaining enough to warrant a purchase. I can only recommend Road Rash 64 as a party night rental.

Dean

It's not terribly exciting, and it's very grainy and blurry. **Nothing that Road Rash 64 possesses will excite you—not even the four-player mode can save this game's face.** All of the multiplayer modes are boring, because you don't see (and therefore, don't fight) your human opponents that often...even on tracks designed for maximum confrontation). The plain, default race mode is the most fun, and even that isn't anything to write home about.

Shoe

I don't really mind that Road Rash 64 looks so godawful. The sparse visuals allow more bikes on screen, and RR64 **does a good job of sticking lots of bad guys on the road with you** while maintaining a decent frame-rate. The one-player game delivers a few intense thrills, even if control seems a bit out-of-control at times (especially when you pop major air or have to make a sharp turn). None of the multiplayer modes held my interest, though.

Crispin

VISUALS	SOUND	INGENUITY	REPLAY
4	7	4	5

Demolition Racer



Publisher:	Infogrames
Developer:	The Pitbull Syndicate
Featured In:	*EGM* #118
Players:	1-2
Supports:	Dual Shock, Analog
Best Feature:	Speedy frame-rate
Worst Feature:	Shallow gameplay
Web Site:	www.infogrames.net

Previous attempts at combining racing and wrecking have all turned out mediocre experiences. Anyone remember the racing mode in Destruction Derby? I didn't think so. Somehow, Demolition Racer manages to integrate offensive driving with the thrill of seeing that checkered flag. The game is set up so that you absolutely have to ram other cars in order to win; this gives you plenty of goals to think about as you zip around the tracks. Since winners are determined on a point system, you'll lose even if you come in first but fail to score by nailing other cars. This concept is the game's biggest strength, but it also calls attention to some of Demolition Racer's weaknesses. The biggest problem is the game's inconsistent collision detection. Sometimes, you'll hit a car square on but there's no reward; other times, you'll accidentally cause a nasty pileup and get points you never knew you scored. This sort of frustration coupled with the fact that there are **major camera bugs causes Demolition Racer to fall short of greatness.** These camera bugs plague the game throughout each race. When you're hit hard, the camera tends to automatically change views as if the impact somehow jarred your PlayStation controller. It doesn't render the game unplayable, but it's distracting as hell. A little polish would have gone a long way here.

Che

I love cars, I love racing games...but I don't normally dig the whole demolition derby thing. That said, **DR actually endeared itself to me a little after a while.** The large courses give you plenty of room for action, and everything feels very fast-paced. As for multiplayer modes, there's an admirable spread, but the one that's the most fun is actually the simplest (Last Man Standing) and it brought back memories of the Psygnosis game from four years ago.

John

How do you spice up something as straightforward and simple as demolition derby racing? Add a style-based scoring system and cleverly placed power-ups, that's how. **Demolition Racer is more exciting than any of the Destruction Derby games** because you have flashy scores jumping at you everytime you do something cool, like smashing some hot rodder up against a concrete wall. Two-player, however, is glitchy and has too much pop-up.

Shoe

I dig this game mostly because the destruction/racing balance is just right. You can't win races unless you inflict the proper amount of damage and vice versa. Control is quite natural using the analog stick; **It's on par with Driver in that regard** (not quite as tight). Overall DR's not spectacular but it provides a fair amount of good gamin'. Two-player has one cool mode—Last Man Standing, the others are so-so. Take a look at DR if you like good destruction.

Dean

VISUALS	SOUND	INGENUITY	REPLAY
6	6	6	6

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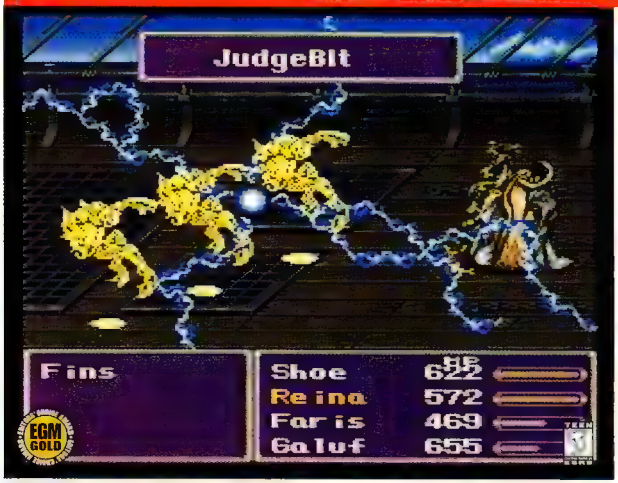


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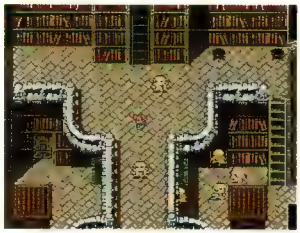
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Final Fantasy Anthology



Publisher: Square Electronic Arts
Developer: Square Soft
Featured In: *EGM* #120
Players: 1-2
Supports: None
Best Feature: Finally...Final Fantasy V!!!
Worst Feature: No Final Fantasy IV (U.S. II)
Web Site: www.squaresoft.com

Above: The spell effects look a bit primitive compared to those seen in FFVII and FFVIII, but hey, at least these won't drive you to the asylum after watching them 50 times in a row.



First, let's get this out of the way: Final Fantasy Anthology is a compilation of Final Fantasy V (a Super Famicom game that was never brought over to the U.S.), Final Fantasy VI (seen here on the Super Nintendo as Final Fantasy III) and a music CD with tunes from both titles. Final Fantasy IV (seen in the U.S. as Final Fantasy II on the SNES) isn't being rereleased here (see issue #120 to see why), even though it was brought out for the PS in the Japanese Final Fantasy Collection.

Are you confused? Well dummy, it's not that hard to figure out, but just realize this: Final Fantasy V is considered by many, including many *EGM* staffers, to be the finest chapter in the series, and Final Fantasy VI is considered by many to be the second finest chapter in the series (as FFIII, it ranked #9 on our Top 100 Best Games of All Time list, *EGM* #100).

The two games in this anthology are faithful ports of the 16-Bit classics, with a few new features like full-motion video and an art gallery (for FFVI). But don't be under the impression that these are two crusty games that can't hold their own against the polygon might of FFVII or FFVIII. Each of these titles has a unique game system used for developing characters. FFV has the infamous "Job System" (seen in a different form in Final Fantasy Tactics) that allows you to customize your party completely. In fact, the four reviewers all ended up with different character classes (all with different skills) by the end of the game (this is rather common with FFV...everyone ends up developing his or her own people differently). FFVI takes a different approach with totally individual characters who each have radically different skills (from Sabin's Street Fighter-style moves to Setzers's Slot Machine attacks) which you do not customize.

Either way, it's a helluva lot of fun.



Remember the opera scene in the SNES FFIII? Here's a tiny bit of FMV tribute to that unforgettable gaming moment.



For a moment, forget the polygons, fancy lighting effects and 10-minute long summoning spells. Let's go back to the old school, where visual splendor took a back seat to awesome gameplay. Let's go back to Final Fantasy V and VI, the two best games in the series. Now, if you're so keen on graphics that you can't enjoy games that don't look good (you know who you are), you won't dig these two. They're 16-Bit games, and outside of the new CG scenes, they still look it. But **if you don't mind the retro look, PLEASE check out these two epic RPGs.** Most of you already know, FFV (FFIII) kicks enough ass on its own. The characters are fantastic with their unique skills and powers, and the music, story line and just about everything else are unforgettable. But what about FFV, that legendary Super Famicom RPG you always heard about but never got to play? FFV is most Final Fantasy aficionados' favorite chapter for this one reason: the fantastic job system. This engine gives you unprecedented control over what your characters turn out to be. You can create Geomancers, Thieves, Monks, Ninjas, Knights, Time Mages, Hunters, Chemists and so on and so on...and you can combine different abilities with these jobs for even more customizable goodness! These two games are two of the best. Give them a try if you haven't already. **Shoe**

Final Fantasy Anthology is the perfect package for those that missed the train nearly a decade ago. With people's interest in FF at an all-time peak, it makes a lot of sense for Square to release a retrospective at this point. I'm not sure why the U.S. Anthology has a soundtrack instead of FFIV, but **you need to buy this game just to get FFV**, a game many still insist is the best of the series. You have got to see these gorgeous FMV sequences. Yum! **Che**

RPG fans weaned on Final Fantasy VII and FFVIII may look at these old games' crude visuals and wonder what all the fuss is about. Trust me: **These classics are every bit as enjoyable as the new stuff.** FFV stands out for its rich variety of characters and rewarding story. FFVI is worth playing just for its deep character-development system. In no other game have I had this much fun building my characters and tinkering with their abilities. **Crispin**

When the new CG opening to Final Fantasy VI came on, my heart began beating faster, and memories of the 60+ hours I spent on that game a few years ago returned. Although both games have **some load time and there's slight slowdown** not in the originals, they're still as fun to play today as they were all those years ago. I'd never played FFV, but it's nice to have an English version of it to play through. A great collection and a must-buy for true fans. **Chris**

VISUALS	SOUND	INGENUITY	REPLAY
4	8	9	7

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Jet Moto 3



Publisher:	989 Studios
Developer:	Pacific Power & Light
Featured In:	*EGM* #121
Players:	1-2
Supports:	Analog, Dual Shock
Best Feature:	Speed (in some instances)
Worst Feature:	Overall sloppiness
Web Site:	www.989studios.com

Jet Moto 3 is fast. Really fast. So fast in fact, it takes away from the game in some spots. Granted you can get the hang of this speed and basically control your hover bike OK, but it still gets to be ridiculous—especially in the two-player mode. It's almost like so much speed is being milked from the rest of the game, the overall title suffers. First, JM3 has a general sloppy look about it. There are polygon seams tearing here and there, strange glitchy-looking graphics in places and awkward crash animations and cinemas. Next, the physics are a bit too out of this world for me. Sure, this is to be expected from a fictional racer like JM3, but I just don't like how easy it is to get all flipped around. Thankfully the camera doesn't follow too close when you're like this, and you can use your grapple to bring you back down to earth. Of course, **Jet Moto 3 isn't a complete waste of a compact disc either.** It provides the classic Jet Moto feel with a good deal of race modes, and new courses with interesting designs (later tracks tend to be more confusing than fun though). The game has some big-name sponsors like Doritos, Mountain Dew and Slim Jim as well. But who cares—I'd rather have creative, imaginary sponsors like the ones in WipeOut 3. Overall, Jet Moto 3 is a flashy racer with a lot of speed, but not much else.

Shawn

I've never played the previous Jet Moto games for more than five minutes (just not interested in them), and **the third game didn't draw me in any more than those that came before it.** Graphics are very plain and repetitive texture-wise, and sometimes it's really hard to tell which way to go is the right way. When it seems like there'd be shortcuts, there aren't. It's faster than the first two games and has a lot to offer fans of the series, but I'll pass.

Chris

Although JM3 manages to capture the feel of the previous two games pretty well, **it's spoiled by being a little too ambitious on the speed front.** Although I wasn't wretching like poor Shawn I did think that the pace ruined the whole thing. It didn't particularly help the graphics either—there are some particularly nasty polygon problems with textures warping and tearing. If you want high-speed futuristic stuff, maybe go with WipeOut 3 instead.

John

What is this, Wave Race on crack? Holy cow it's fast—but not necessarily a good fast, if that makes sense? **The environments can't support the speeds these little pups are capable of.** Half the time you're shooting up the side of a mountain or diving head first into a lava pit...two-player only magnifies the problem due to the limited viewing area. Also, in-game advertising is an unwelcome addition. Jet Moto fans should rent this, otherwise beware.

Dean

VISUALS	SOUND	INGENUITY	REPLAY
5	6	5	4

NHL 2000



Publisher:	Electronic Arts
Developer:	Electronic Arts
Featured In:	*EGM* #119
Players:	1-8
Supports:	Analog, Dual Shock, Multitap
Best Feature:	Big Hit button
Worst Feature:	Fighting
Web Site:	www.easports.com

I'll start off by saying that EA's NHL franchise can be held accountable for the lost hours of my youth. Now on the cusp of a new millennium NHL 2000 must crawl from beneath the shadow of NHL 94, my favorite game of all time. How EA still has to compete with a lesser system after all this time escapes me, but they've made some outstanding strides and came up with a game that even the most hardcore, never leave the basement types, will love. The addition of a big hit button offers up an outstanding amount of power, checking with intent to decapitate. Refs allow a little fisticuffs after the play, so you can deal a cross check once the whistle blows. Players make great efforts to stay onside, so you can keep the rules and have fun. My favorite new features are wonderful goalie animations that include stacking pads and useful diving, and an All-Star mode that isn't based on the computer cheating by clutching and grabbing. Players do accelerate too fast and brake too quickly. It causes the skating to feel jerky and sometimes out of contro. Fighting looks silly, and backhanders are unrealistically weak and floaty. In the worthwhile franchise mode there is a draft, a free-agent signing period, and stats stay realistic and competitive no matter how much you score. And Pronger's the cover boy! **A great game.**

Todd

It's close but I have to score NHL slightly higher than FaceOff this year. The subtle things make the difference for me. **I really like the Big Hit**—it's a great way to level your opponent. Game speed and animation are a notch higher than last year as well. While the physics are not as realistic as those in FaceOff, it feels pretty good. The announcing, replays and TV-style presentation are spot-on as well. Both games are solid but NHL is just a bit tighter overall.

Dean

NHL 99 was a major disappointment because of its choppy frame-rate, but this year the problem has been eradicated. As a result, **NHL 2000 is awesome.** The action is fast-paced and frantic (just like hockey should be), and the opponent AI is fantastic. The new moves are pretty cool (particularly the deke), though the controls feel a wee bit less responsive than FaceOff's. While both games are really good this year, sim fans will probably prefer NHL.

John R.

This game falls a little short of being perfect. Unfortunately, the area it falls short in is one of the most important—control. Players still loop in odd patterns instead of going exactly where you direct them. Overall, action on the ice is fast and responsive. Great goalie and checking animations add to the package. **Newer features (big hit and deke button) are implemented well, and franchise mode delivers great depth to the series.**

Dan

VISUALS	SOUND	INGENUITY	REPLAY
8	8	8	9

NHL FaceOff 2000



Publisher:	989 Sports
Developer:	989 Sports
Featured In:	*EGM* #122
Players:	1-8
Supports:	Analog, Dual Shock, Multitap
Best Feature:	Fast gameplay, great atmosphere
Worst Feature:	Too easy on Rookie and Veteran
Web Site:	www.989sports.com

I've never been a huge fan of the FaceOff series, mainly because the games have been plagued with shoddy AI and practically nonexistent atmosphere. I came into FaceOff 2000 expecting the worst, but—to my surprise—I came away mighty impressed. FO2000 offers significant improvements over its predecessors, most notably in the two ever-so-important areas mentioned above. The crowd comes to life big-time in FO2000, making for a much more exciting play experience, and the AI—while still not perfect (it's easy to exploit holes in the goalie AI in Rookie and Veteran difficulty levels)—is majorly improved. As usual, **gameplay is lightning-fast and smooth as silk**, and this time the controls are superb as well. In fact, the movement seems even more precise than in NHL 2000, though you don't have nearly as many options while on the ice (no deke, no dive...not even a poke-check button). The interface has been improved as well, and is much more intuitive this year (the last two FOs had ugly, cumbersome menus that were a pain to navigate). Any problems? The play-by-play, while also majorly improved, still pales compared to EA's...and the replays are annoyingly choppy. Otherwise, I have little to complain about. Even though I slightly prefer NHL (I dig the sim stuff), I still highly recommend FaceOff 2000.

John R

When I first started playing FaceOff 2000, I knew I was investing my time in a solid game. **The physics of the game are accurate to the NHL, skating is tight and players stop and turn according to their skating speed.** Goalie animations don't thrill me, but I love when they lay on their back with the puck underneath them. Shots are accurate to what corner you're shooting at. But ultimately, the lack of depth (no franchise mode) hurts the game.

Todd

To make plays in hockey, you've got to have control. **FaceOff 2000 delivers with smooth, silky skating physics which should delight any true fan of the sport.** Gameplay speed (notched up 25 percent from the default setting) is dead-on, with a nice balance between odd-man rushes and controlled puck movement. Other excellent features include multiplayer season mode and unrivaled shot control. Overall presentation is not super-slick, but adequate.

Dan

Wow, this series is really on track now. They've smoothed out the frame-rate and animation to the point of perfection. **The physics are actually closer to the target than those in NHL 2000 (surprising).** The players don't unrealistically stop on a dime or accelerate and turn too wildly. It all looks very nice. A couple things I'm not crazy about—the sound, especially the commentary, seems layered. Also, where's the Franchise Mode? Otherwise it's great.

Dean

VISUALS	SOUND	INGENUITY	REPLAY
9	7	7	8

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Star Wars Episode One: The Phantom Menace



Publisher:	LucasArts
Developer:	Big Ape
Featured In:	*EGM* #118
Players:	1
Supports:	Dual Shock, Analog
Best Feature:	Fantastic sound
Worst Feature:	Top-down view is obstructive
Web Site:	www.lucasarts.com

It's always particularly disappointing when a Star Wars game fails to meet the standards that you think it should. Sure, The Phantom Menace has some gorgeous graphics, awesome sound...and even a copy of the music video included on the disc (if a little grainy), but it suffers from numerous tiny niggles that ruin it. First, there's the sort of top-down view, something that makes you feel like you're wandering around looking at your feet all the time. You can never see very far in front of you, and there is nothing on screen to give you any sense of direction...something that's especially annoying in the less action-oriented 'adventure' sequences. Speaking of those sequences, the fact that key gameplay points are fixed to conversation set-pieces is irritating too. You know you have to find Anakin in Mos Espa, but if you haven't had the right chat with the right person, he doesn't appear. It makes sense, but the way the game guides you...it feels very clumsy. Throw in some overly sensitive controls that make the 'platform game' bits unnecessarily challenging and you have **something akin to Jar-Jar on the annoy-o-meter.** If you battle on, it follows the movie in a satisfactory manner, but it inconveniences you so often that you might give up halfway through. After all, you know what happens at the end. **John**

As a big fan of the flick, I can overlook most of this game's flaws, except for one biggie—the poor control. Jumping from platform to platform is more than a chore; it's annoying, falling forces you to loop back through terrain you already covered. The game does look nice, and the voice acting is well done (the voices for Jar Jar and Watto were done by the same actors from the film). **Deflecting lasers with your saber is the best thing about this game.** **Crispin**

I agree with John that Episode One lacks that special something you expect from a game based on such an incredible universe, but **it's still cool walking around and kicking ass as a Jedi.** But let's step back a bit and pretend the thing isn't associated with Star Wars—that it's just some generic action/adventure game. As such, it's only average. It has decent gameplay and incredible music and dialogue but not much else. Some levels are pretty tedious. **Shawn**

TPM wasn't as bad as I had expected (the PC version was panned awhile back), but that's not saying a whole lot. Doing an action/adventure based on the movie can be tricky. To make the game playable and lengthy, they had to tweak with the flow of events. This automatically backfires because **nobody wants scenarios that aren't in the movie.** Plus, you can't change views so the top-down camera position can be obstructive at all the wrong times. **Che**

VISUALS	SOUND	INGENUITY	REPLAY
6	6	5	4

Test Drive Off-Road 3



Publisher:	Infogrames
Developer:	Infogrames North America
Featured In:	*EGM* #123
Players:	1-2
Supports:	Dual Shock, Analog
Best Feature:	Licensed vehicles
Worst Feature:	Squishy vehicle control
Web Site:	www.infogrames.net

Beyond Rally Cross 2, there hasn't been many off-road racing games that pull off the physics and speed of the real thing. 4x4 fans will enjoy the vast amount of licensed rigs in TDOR 3 but may find the game lacking in real excitement once they rip into it. Last year we complained the tracks in TDOR 2 were overly long and too mundane. This year they're still long but they're filled with hills, steep climbs and rocky terrain galore. Beefy stuff like that is great but there's a problem. **The vehicles are so spongy with oversteer, keeping them under control is tough.** The lag in the steering is detrimental to tight control. It's probably more realistic this way but to me it's not as fun to play. How does this affect the game? Two-player races are less speed and excitement and more an exercise in driving concentration. You spend more time trying to stay on course than overtaking your opponent. Single-player games suffer from the same thing only to a lesser degree. On the other hand, if you're into the nuances of 4x4'ing you may like the game. It's more about learning how to traverse the obstacles and finding the right line up a mountain than flat-out racing. Unfortunately I have no patience for that style of driving game. For me TDOR 3 needs more speed and tighter control. Give it a rent if you're a 4x4 enthusiast. **Dean**

If you intend on buying this one for fun two-player racing...don't. The frame-rate blows. But as a one-player game, **Test Drive Off-Road 3 isn't that bad.** It has its share of well-designed stages (on top of some very uninspiring ones). The racing itself has some nice interaction to it (like having to rapidly press the accelerator to climb steep surfaces), making for a more interesting racing experience. Customizing cars before races is pretty cool as well. **Shoe**

Off-Road 3 packs cool vehicles and better tracks than last year's model, but it just **never delivered enough white-knuckled thrills** to get me excited. Opposing racers often keep their distance; I felt like I was alone on the course half the time. Vehicle upgrades didn't boost performance as much as I'd like. The tracks are varied and well-designed (I really like the hilly parts), but control takes getting used to. This is a competent racer, if a little less than thrilling. **Crispin**

I like a good off-road racing game but TDOR 3 has some undesirable elements. For example, why play up the realistic appeal of the trucks when the tracks are obviously too extreme to be driven by any real vehicle. It'd be better if they were beefier or the tracks toned-down somewhat. **Even on the easier courses it's hard to control most of the 4x4s.** They bounce around and spin out a bit too much for me. Two-player isn't bad though. **Chris**

VISUALS	SOUND	INGENUITY	REPLAY
6	6	5	6

Thousand Arms



Publisher:	Atlus
Developer:	Red
Featured In:	*EGM* #119
Players:	1
Supports:	Dual Shock
Best Feature:	Going on dates
Worst Feature:	Combat is tedious and plentiful
Web Site:	www.atlus.com

After weeks of Final Fantasy VIII immersion, I looked forward to playing Thousand Arms. It would practically be an RPG vacation, what with TA being only two discs and almost self-indulgent in its anime presentation. Well, I was only half-right. Don't let the saucer eyes and cute SD characters fool you, TA gets to be a pretty tough game. All my complaints about this game center around how combat is handled. While I like the styl zed 2D sprites, I'm lukewarm on just about everything else. You can have up to three members in your party, but only the character in the front row can fight. Characters in the back are relegated to supporting roles (using items, casting spells, taunting), but will step into the fight once the front row is defeated. You'll get over the tedium of one-on-one combat after building up your repertoire of spells, but too bad the system has this sort of self-imposed limitation. Oh, and I hope you like random encounters because this is one of those "every five steps you fight" RPGs. The saving grace of TA is the dating aspect. To gain new spells, stronger weapons and cuter chicks, you'll need to woo the women. There's not much in the way of a compelling story line, but the characters are likeable even if I don't empathize with them. **TA is a unique RPG, and one that should be experienced—at least once.** **Che**

Red must have "read" my mind while creating Thousand Arms, because I really enjoyed it. The graphics are crisp and clean, and combat is straightforward. The dating aspect sort of reminds me of Sakura Taisen. But there's a lot more emphasis put onto the dating aspect. **One problem I had with the script is that the girls' responses are fickle and arbitrary.** It makes a lot of it a huge guessing game. Hmm...kind of like real life. **Chris**

Innovative, beautiful and annoying. That's what Thousand Arms is all about. It's like nothing you've played before (well, the dating thing is reminiscent of Azure Dreams), so it's worth checking out. The music, art and graphics are all breathtaking. Problem is, **this game can drive you a wee bit nutso** with boring battles (that get a little more interesting as you progress) and having to point exactly in the right direction to talk to people, find items, etc. **Shoe**

Here's an RPG that's definitely not for everyone. You have to be a fan of anime. You have to like the idea of a virtual-dating game. But don't go getting any funny ideas—**the dates here are tame, high school-level stuff.** They're based on conversation, not hanky-panky. Still, the dating system is a novel idea that keeps the game interesting, and the voice acting's pretty good (there's so much of it, in fact, that Thousand Arms comes on two CDs). **Crispin**

VISUALS	SOUND	INGENUITY	REPLAY
7	7	8	4



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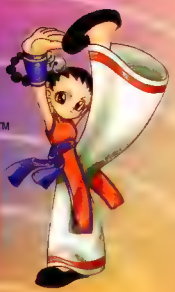












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Tony Hawk's Pro Skater



Publisher:	Activision
Developer:	Neversoft
Featured In:	*EGM* #122
Players:	1-2
Supports:	Dual Shock, Analog
Best Feature:	The flexible combo system
Worst Feature:	Level design is hit-or-miss
Web Site:	www.activision.com

This is hands-down the best skateboarding game I've ever played. The game's unique combo system lets you string together as many moves as you can while you've got air. This gives you free license to customize your run as much as you'd like. Neversoft has done a superb job of giving THPS just **enough realism, without compromising any over-the-top embellishments that make for great gaming**. One of the highlights is the differentiation between vert and street skaters. Each breed has its own style, as well as a different control scheme. Take Kareem Campbell to downtown Minneapolis and you'll know what I mean. Another nice touch is that the game forces you to diversify your tricks. If you repeat the same moves, you'll score lower points every subsequent attempt. The game's career mode puts you on a national tour of cities, skate parks and downhill tracks. Going through the career mode will improve your skater, unlock boards and give you access to more levels. I do have gripes about some of the level designs in THPS. Some (the mall and the downhill jam come to mind) are just too massive and wacky. The best part of the game is still the anarchic "free skate" mode where you can explore each level at your leisure and hone your skills. THPS has just taken the genre and redefined it. Believe it. **Che**

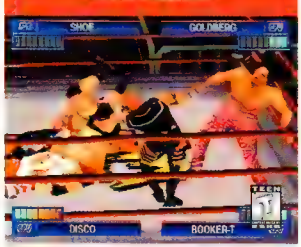
You're not gonna find a better skating game than this on the PlayStation. Control is intuitive. Performing tricks is easy. And when you crash, you feel it. The courses are the best thing here. They sprawl everywhere and are crammed with trick opportunities. Practice enough and you'll get in that zone where you can build tricks on top of tricks on top of tricks. **It's almost a Zen thing.** The cool course objectives will keep you busy for a while, too. **Crispin**

I'm in total agreement with Che on this pup. **It's hands-down the best skate sim I've ever played.** They've managed to capture the physics and feel of hardcore skating. I especially like the trick combo system. It's challenging yet not overly tough. More emphasis is put on completing several tricks in a row than one big thing. The music is cool as well. This is the second game I've played that features Primus tunes—nice. You gotta get this one. **Dean**

I know very little about pro skateboarding, but Tony Hawk is ridiculously addictive. **It's easy to get into and the combo system is deep.** It makes even a novice like myself look real good on the ramps. One thing I do have an issue with is the game's graphics. They're good, but what's with all the clipping and rough edges? I would have thought they'd cleaned it up with the final version. THPS is a great game, even if you're not into the hardcore skate lingo. **Chris**

VISUALS	SOUND	INGENUITY	REPLAY
7	8	8	8

WCW Mayhem



Publisher:	Electronic Arts
Developer:	Kodiak
Featured In:	*EGM* #122
Players:	1-4
Supports:	Dual Shock, Multitap
Best Feature:	Very fast game engine
Worst Feature:	Very "clippy" game engine
Web Site:	www.ea.com

At first glance, Mayhem looks like a sure-fire champ, with very fast and smooth animations (much faster than Attitude), and easy-to-jump-into gameplay and controls (like Revenge on the N64). After a little ring-time, however, the problems surface. **Mayhem won't be robbing Attitude (or even War Zone) of any titles.** The biggest problems are the polygon clipping and collision detection. Moves will go through character models almost any chance they could get. It's rather sloppy and unpleasant to watch. Other things detract from the experience, like: cheap run-in partners that stick around for waaay too long...lengthy load times (Everywhere! Even to change a hair style in Create-A-Player)...a slow and useless block button...how easy it is to get pushed into a turnbuckle (even if you're not whipped into it), and how much a weak, sitting duck that makes you...a limited Create-A-Player mode (when compared to Attitude's)...too few modes of play and options...and so on. But a few things may make Mayhem worth checking out, like a cool Pay-Per-View mode that you can update with codes from wcwmayhem.com, and the chance to fight in non-ringside locales. The real reason to get Mayhem, though, is if you want a simple game to get into that emphasizes easy-to-pull-off moves over memorization of long moves lists. **Shoe**

How much slower could the load times be? What's going on? The whole thing is slow, clunky, seriously dummied-down and half the time you don't feel like it's actually doing what you're telling it to. There are some nice camera angles used throughout, but this doesn't compensate for the glitchy graphics and stripped-down features. **Even the create-a-wrestler mode is disappointing.** We couldn't even make a passable Elephant-Sak. **John**

I've never seen a wrestling match in real life that's lasted longer than 5-8 minutes, but boy, some of the battles in this one can go on for a looooong time. I'd find myself getting moves off that would go right through my opponents, only to be countered by the CPU. And **what's with the load times?** If four people want to go at it with created wrestlers, you've gotta wait for everything to load up. This one just didn't excite me much. **Chris**

This game's developers claim they wanted to make a fast-playing, easy-to-get-into wrestling title. And yep, the gameplay here does move pretty quick. But even though you only have to learn a few button combos to pull off moves, control feels sloppy, and **I often felt like I was performing moves by accident.** Collision detection is a bit messy. The game lacks polish. It needs more multiplayer modes and options if it's going to compete with Attitude. **Crispin**

VISUALS	SOUND	INGENUITY	REPLAY
6	7	5	5

WipeOut 3



Publisher:	Psygnosis
Developer:	Psygnosis-Leeds
Featured In:	*EGM* #122
Players:	1-2
Supports:	Dual Shock, Analog
Best Feature:	Hi-res graphics
Worst Feature:	Difficulty in later circuits
Web Site:	www.psygnosis.com

Even though WipeOut 3 doesn't have the same kind of flair WipeOut XL did when it came out, this third installment does the futuristic racing series justice—which is refreshing in this age of uninspired sequels. Its graphics are even more impressive than the previous games, though it's not the effects fest I expected. There are still a number of sweet-looking hovercraft to choose from, each with its own make-believe futuristic corporate sponsor. As you'd expect, the awesome design style is in full force. And the courses, though still filled with crazy banks, jumps and hills and such, aren't quite as impressive as the courses in XL. Problem is, **the difficulty isn't as gradual as I would've liked.** In WO3, the jump from the first circuit to the second will definitely take you by surprise. I finished with gold on all of the courses in the first circuit in a matter of a couple of hours, opening a bunch of new vehicles and tracks in the process. When I moved onto the second circuit, got stomped in no time. And forget about the third circuit—I barely finished a race! This aside, control is still top-notch—even though there's that damned "touch the wall even in the slightest and you'll come to a dead stop" thing. And of course there's the music...the sweet music. As usual, it's incredible and deserves its own CD at the local music store. **Shawn**

The most fashionable game around receives a little bit of visual body work...and almost nothing else that's really worth mentioning. Sure WipeOut 3 has new weapons (big deal) and new tracks (the mall is cool, I gotta admit), but **it's practically the same game you've been playing for years**. But man, this game looks nice, especially with the ultra-smooth frame-rate, which stays slick even with the two-player split screen action going on. **Shoe**

The big deal with WO3 is the hi-res graphics and DJ Sasha (he's big in the U.K.) on the wheels of steel. Well, I was disappointed musically because the tracks all sound similar. **I didn't think Orbital could sound like the Chemical Bros. but I guess I was wrong**. Aside from the lame polygonal engine light, the graphics in WO3 are some of the best for a racing title on the PS. It also feels like the controls are a lot less forgiving in WO3 than they were in XL. **Che**

Before you play this for very long, it's tempting to bag on it for just being more of the same, but I think it offers just about enough to make it worthwhile, especially for fans. First and foremost, **I think the whole thing is worth it for WipeOut junkies just to be able to play with the analog controller**...it makes such a huge difference. Throw in the crisp new graphical look and the split-screen modes and you have a worthy sequel. **John**

VISUALS	SOUND	INGENUITY	REPLAY
9	9	9	7

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Xena: Warrior Princess



Publisher:	Electronic Arts
Developer:	Universal Interactive
Featured In:	*EGM* #113
Players:	1
Supports:	Dual Shock, Analog
Best Feature:	Sword-swingin' women
Worst Feature:	Unforgiving, loose control
Web Site:	www.ea.com

Xena has one major downfall: control. Turning requires a U-turn motion—you can't take small steps in one direction or another. So, if you're on a small platform surrounded by lava and have to change directions to make a jump, you're in serious danger of falling in and losing your life. **It's a huge problem if it's the fault of the control that you keep dying repeatedly.** Xena is well-designed for a licensed game. Using the Chakram is especially cool and enables you to send a feeler out into a level to see where things are (as far as you can guide it, that is). Combat feels much like Golden Axe, and there's a few puzzles to solve as you go. Some are really maddening, and you can't tell if the tips you're being given are vague "riddles," or being told what you need to do, which can be frustrating. Graphically, Xena looks good and the levels are nicely laid out. Only problem is they're too short until the end. There are only a little over 20 levels so you could probably get through this one in a weekend. Lava kills you too quickly, and it's hard to jump back out because of the shoddy control. Why on earth does Xena not have true analog control? You can choose either running or walking for both the D-pad and analog, there's no in-between. Too bad about the control—this could've been a decent game otherwise.

Chris

I don't watch the show, so I can't relate to all the guffawing around here about the lesbian subtext in Xena; nor can I appreciate any sort of camp kitsch because the franchise takes itself so seriously. So this was simply **a sub-par 3D beat'em-up with blocky, poorly animated graphics**. Throwing the Chakram is cool but the novelty wears off quick. The later platform levels will really frustrate you due to the horrid controls and slippery gameplay.

Che

This is an awful, awful game that must be avoided at all costs (unless you're a big Xena fan who absolutely cannot live life without playing out some amazon-sappho interactive adventure, no matter how bad it is). Xena has the two things that'll kill any 3D adventure game: **bad camera and bad control**. The gameplay itself is really monotonous and boring. Other stupid problems plague the game as well, like fires that don't burn you and polygon clipping.

Shoe

Xena isn't the worst licensed game I've ever played. Nor is it the best. This leaves it somewhere in the middle—where average games live. There are some parts that are fairly enjoyable, but there are also parts that are tedious as hell....or downright laughable (like when Xena yodels). **The main problem is the control.** It's just not responsive enough, and often leaves me wanting a quick turnaround button. Fans of the show *might* like it. I don't.

Shawn

VISUALS	SOUND	INGENUITY	REPLAY
5	5	5	2

Hot Wheels Turbo Racing



Publisher:	Electronic Arts
Developer:	Stormfront Studios
Featured In:	*EGM* #122
Players:	1-2
Supports:	Dual Shock, Analog
Best Feature:	Cool cars
Worst Feature:	Fantasy environments
Web Site:	www.ea.com

Surprisingly this game looks and plays better on the PlayStation than the N64. It moves a bit faster and features more detail in the cars and backgrounds. Like Dean said in his N64 review, we hoped the environments would've been more micro machines/Circuit Breakers inspired. Instead it's a standard-style racer. No big deal though, in fact it's a darned fun little game. The huge selection of cars (40) and the crazy roller coaster-like tracks make for a good 'ol time. It's packed with cool music too—Metallica, Primus, Cat Heave, etc. **Overall HWTR is a solid game.**

VISUALS	SOUND	INGENUITY	REPLAY
8	7	6	7

Re-Volt Racing

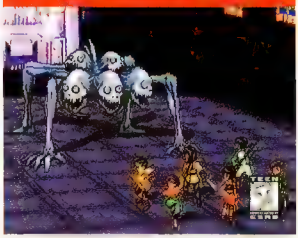


Publisher:	Acclaim
Developer:	Acclaim Studios-London
Featured In:	*EGM* #117
Players:	1-2
Supports:	Dual Shock
Best Feature:	Track editor
Worst Feature:	Poor frame-rate
Web Site:	www.acclaim.com

What you've got here is a relatively cool concept—tiny RC cars armed with lighthearted weapons racing around real-world environments—gone horribly awry. In addition to the unnecessarily realistic car physics that detracted from the N64 version, the game is plagued by one of the worst frame-rates in recent memory. **It's so bad, in fact, that it may induce Stunt Race FX flashbacks.** Some of the track designs and play modes are kind of cool, but in the end, the game's visual shortcomings are too much to overcome. Cool tunes, though.

VISUALS	SOUND	INGENUITY	REPLAY
3	6	4	5

Dukedon II



Publisher:	Konami
Developer:	ICCE Tokyo
Featured In:	EGM #123
Players:	1
Supports:	N/A
Best Feature:	108 characters
Worst Feature:	Can't move diagonally
Web Site:	www.konami.com

If you have the time and are willing to commit at least 50 hours, Suikoden II is an RPG that will keep your attention. It heralds 108 characters (an equal amount to its predecessor) including some old favorites like Flik and Viktor. The storyline is compelling and features the adult themes of betrayal, death and tomfoolery. If you had the foresight to save your memory card from the first Suikoden you can download those into this lengthy thrillride. Annoyingly, the main character cannot move sideways. But otherwise, it's a real hoot. **If you've got the time, it's worth the ride.**

VISUALS	SOUND	INGENUITY	REPLAY
7	6	8	7

Tail Concerto



Publisher:	Atlus
Developer:	Bandai
Featured In:	*EGM* #121
Players:	1
Supports:	Dual Shock, Analog
Best Feature:	Imaginative environments
Worst Feature:	Mindless
Web Site:	www.atlus.com

When you look past the imaginative and nicely rendered environments, interesting cast of characters and a world with a good deal of depth, unfortunately you see a 3D action adventure title that's only slightly above average. Sure, it features a good number of neat gameplay bits (like flying around with a jet pack strapped to your back, or riding around on a mine cart) but **the rest of the game is kind of mindless and cutesy**—though strangely addictive for some reason. Overall, TC is a decent title that's worth looking into—but as a rental instead of a purchase.

VISUALS	SOUND	INGENUITY	REPLAY
7	3	5	5

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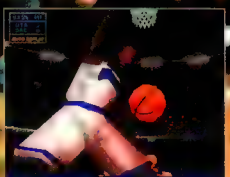
EGM's Last 100 Reviews From EGM #119 – 123

	Game	Publisher	Best Feature	Worst Feature	Scores				Issue #
	Dreamcast								
	AeroWings	Crave	Intense Realism	Frustrating Advanced Maneuvers	6.0				123
	Airforce Delta	Konami	Cool Replays	Generic Gameplay	6.0	5.0	6.0	5.5	123
	Blue Stinger	Activision	Wicked-Looking Monsters	Horrendous Camera Angles	4.5	4.0	4.0	4.5	123
	Expendable	Infogrames	Awesome Graphics	Can't See Your Guy Amidst The Chaos	7.5				123
	Flag to Flag	Sega	Loads Of Real Tracks And Drivers	Too Easy	6.0				123
	Hydro Thunder	Midway	As Close To The Arcade...	Slowdown In Two-Player Mode	7.5	8.0	7.5	7.0	123
	Marvel vs. Capcom	Capcom	The Four-Player Crossover Mode	Impossible To Play On Standard Pad	8.0	8.0	8.0	7.5	123
■	Monaco Grand Prix	Ubi Soft	Awesome Control	No Real-World Drivers Or Teams	8.0				123
	Mortal Kombat Gold	Midway	Crisp Visuals	Dated Gameplay	4.5				123
■	NFL 2K	Sega	Realistic Graphics	Play Selection Menu	8.0	8.0	7.0	9.0	123
	Pen Pen Trilcelon	Infogrames	Great Graphics, Fun Multiplayer	Not Enough Tracks	5.5				123
	Power Stone	Capcom	Simple, Arcadey Gameplay	Too Much Jumpy Jumpy	8.0	6.5	7.5	8.0	123
■	Ready 2 Rumble	Midway	Facial Graphics and Animation	Unbalanced Championship Mode	9.0	9.0	8.0	9.0	123
	Sega Bass Fishing	Sega	Get Y'self Sum Fishin' In Y'livin Room	It's Quickly Beaten	7.5				123
●	Sonic Adventure	Sega	Great Graphics And Gameplay	Camera Problems, A Bit Glitchy	9.5	9.0	9.5	8.5	123
▲	Soul Calibur	Namco	Graphics, Controls, Extras	No Rendered Intro Or Ending	10	10	10	10	123
	Speed Devils	Ubi Soft	Gambling	Gets REALLY Tough	7.5	6.5	6.5	8.0	123
	TNN Motorsports Hardcore Heat	ASC	Good Graphics And Tracks	Bad Control, Slow	3.5	4.5	4.0	4.0	123
	Tokyo Xtreme Racer	Crave	Smooth-Ass Frame-Rate	Stop-Start Racing Is Annoying	7.0				123
	Nintendo 64								
	A Bug's Life	Activision	Interesting Levels	It's A Sloppy Game	4.0	4.0	5.5	4.0	120
	All-Star Tennis '99	Ubi Soft	Short Skirts On Them Ladies	Tough To Aim The Ball	5.0	5.5	5.5	5.5	121
	Air Boardin' USA	Agetec	Hoverboards!	High Learning Curve	1.5	2.0	1.5	3.5	121
	Command & Conquer	Nintendo	New Graphics	Old Gameplay For RTS Veterans	6.5	7.0	8.5	8.5	122
	Duke Nukem: Zero Hour	GT Interactive	Huge Levels	No Checkpoints Within Levels	5.5	5.0	3.0	6.5	122
	Gauntlet Legends	Midway	Being Able To Save	Repetitious Gameplay	6.0				123
	Gex 3: Deep Cover Gecko	Crave	Exclusive N64-Only Levels	Awkward Camera	6.0				123
	Hybrid Heaven	Konami	Interesting Fight System	Awkward Camera Problems	7.0	7.5	7.5	8.0	120
	In-Fisherman Bass Hunter 64	Rockstar	It's Quite Relaxing	Can You Handle The Pace?	5.0				122
	Ken Griffey Jr.'s Slugfest	Nintendo	Arcade-Like Gameplay	Weak Sounds	8.0	7.0	6.5	5.5	120
■	Madden NFL 2000	Electronic Arts	Great Gameplay	Umm...Nothing Worth Mentioning	8.5				123
■	Mario Golf	Nintendo	Great Golf Physics	Aiming System Is Confusing	9.0	8.5	7.5	7.5	122
	Monaco Grand Prix	Ubi Soft	Solid Controls	Weak Frame-Rate	8.0	8.0	6.5	6.0	120
	Monster Truck Madness 64	Rockstar	Nice Graphics	Bouncy Trucks Are Tough To Control	5.0	4.5	5.0	6.5	122
	NFL Blitz 2000	Midway	Gameplay	Slowdown In Multiplayer	7.5	8.0	8.5	7.5	122
■	Pokémon Snap	Nintendo	Watching Pokémon Reactions	A Little Short, Not All 150 Are In	8.5	8.0	8.5	8.0	122
■	Quake II	Activision	Multiplayer Modes	Can't Save During Levels	8.5	8.0	9.0	8.0	120
	Re-Volt Racing	Acclaim	Track Editor	Annoying Tracks, Obstacles	6.0	6.0	6.0	4.5	123
	Shadowgate 64: Trials of 4 Towers	Kemco	Interesting Story Line	Sleep-Inducing Gameplay	4.0	4.0	6.5	6.5	121
■	Shadow Man	Acclaim	Horrifying Levels, Graphics	Confusing Level Design	9.0	8.0	7.0	8.0	123
	Starshot Space Circus Fever	Infogrames	300+ Characters	A Truly Heinous Camera	3.0				123
	Superman	Titus	The Box Art	Just About Everything Else	0.5	4.0	2.0	1.5	120
	The New Tetris	Nintendo	Swapping Out Pieces	Nothing Else Is Original	7.0	7.0	8.0	8.0	122
	Tonic Trouble	Ubi Soft	Solid Level Design and Gameplay	Just A Lil' Too Drab	7.0	4.5	6.5	6.5	122
	World Driver Championship	Midway	Gorgeous Graphics	Wanky Guitar Soundtrack	8.0	6.5	7.0	7.5	120
■	WWF Attitude	Acclaim	Customizable Everything!	Poor Collision Detection	8.0	8.5	8.5	8.0	123
	PlayStation								
	Alexi Lalas Intl. Soccer	Take 2 Interactive	Alexi Lalas Looks Funny	It's A Terrible Soccer Game	2.5	4.0	2.5	4.0	121
■	Ape Escape	SCEA	Innovative Use Of Dual Shock Analog	The Camera Can Get Annoying	8.0	9.0	9.0	9.0	121
	Bugs Bunny: Lost in Time	Infogrames	Cartoony Visuals	Nasty Camera	5.5	5.0	4.0	3.5	121

NBA JAM 2000

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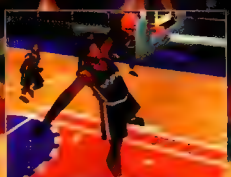
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Game	Publisher	Best Feature	Worst Feature	Scores				Issue #
Castrol-Honda Superbike Racing	Electronic Arts	Simulation Elements	Choppy Frame-Rate	6.5	5.0	3.0	4.0	120
Centipede	Hasbro Interactive	Playing The Original Centipede	Graphics And Control	2.5	6.0	3.5	3.5	120
Championship Motocross	THQ	Realistic Physics	Gets A Little Boring	6.0				123
Chessmaster II	Mindscape	Extremely Customizable	No Analog Support	7.5				122
Chocobo Racing	Square EA	Final Fantasy Atmosphere	Lacks Originality	7.0	5.0	4.5	7.5	121
Croc 2	Fox Interactive	Level Design And Graphics	Poor Control, Stupid Dialogue	4.5	5.0	5.5	5.5	120
Dino Crisis	Capcom	Cool 3D Graphics	Load Times	7.5	8.0	8.0	9.0	123
Driver	GT Interactive	Great '70s Cop Show Car Chases	Read Bad Slowdown	8.5	8.5	8.0	8 5	122
Echo Night	Agetec	Very Cerebral, Good Puzzles	Too Short, Not Cinematic Enough	5.5	6.5	6.0	6.0	121
Evi Zone	Titus	Anime-Style Fights, Great Art	Poor Translation Of A Great Game	5.5	4.5	7.0	4.0	122
Final Fantasy VIII	Square EA	The Characters, FMV, Plot	The Games Will Eventually End	9.5	9.5	9.5	9.5	123
G-Police: Weapons of Justice	Psygnosis	Thankfully, It's Easier	Still Has Horrible Draw-In	7.0	7.0	5.0	7.5	123
High Heat Baseball 2000	3DO	Umm...The Clouds Look Nice	Batting And Pitching Is A Chore	2.0	1.0	3.5	4.0	120
Jade Cocoon	Crave	Character Designs, Story	Lacks Personality	6.5	7.0	5.5	6.0	122
Konami Arcade Classics	Konami	Time Pilot	Circus Charlie	7.5	7.5	7.0	7.0	122
Legacy of Kain: Soul Reaver	Eidos	It's Enormous	Sometimes A Bit Tomb Raider-y	9.0	9.0	9.0	8.0	123
LUNAR: Silver Star Story Complete	Working Designs	Great Story, Nice Anime Scenes	Nall Sounds Like A Little Girl	9.0	9.5	8.5	9.0	120
Madden NFL 2000	Electronic Arts	The Running Game	"Maddenisms"	9.5	8.5	8.0	9.0	123
Metal Gear Solid VR Missions	Konami	The Puzzle-Oriented Missions	A Lot Of Boring Shooting Missions	7.0	8.0	7.5	8.0	123
Monaco Grand Prix	Ubi Soft	Great-Handling Vehicles	Lack Of An F-1 License	8.0	8.0	6.5	6.5	120
NCAA Football 2000	Electronic Arts	Great Replay Value	A Few Quirks In The AI	8.5	8.0	7.0	7.5	123
NCAA GameBreaker 2000	989 Sports	Interceptions	Cheap Back-Field Hits	7.0	8.0	7.5	7.0	123
NFL GameDay 2000	989 Sports	Arcade Gameplay	Players Appear To Be Sliding On Ice	7.5	8.5	6.5	8.0	123
NFL Xtreme 2	989 Sports	Graphics	Awkward Animation	4.0	2.5	3.0	3.5	122
Next Tetris, The	Hasbro Interactive	A New Twist On An Old Formula	Hard To Get Away From Old Formula	6.5	8.5	7.0	8.0	121
NFL Blitz 2000	Midway	Speedy Frame-Rate	The Cowboys	8.5	8.0	9.0	8.5	122
Omega Boost	SCEA	Graphics, Frame-Rate	Too Short	9.0	9.0	9.0	8.5	123
Pac-Man World 20th Anniversary	Namco	Multiple Play Modes	A Bit Repetitive	5 0				123
RC Stunt Copter	Titus	Cheaper Than A Real RC Copter...	...But Almost As Frustrating To Fly	7.0	8.0	7.5	7.0	123
R-Type Delta	Agetec	Classic R-Type Gameplay	May Be Too Hard For Some	9.0	8.5	7.5	8.0	121
Rising Zan	Agetec	Weird, Weird, Weird, Weird	Obstructive Camera System	7.0	8.0	7.5	7.0	122
Sled Storm	Electronic Arts	Fast, Smooth And Lots Of Options	Running Over Bunny Rabbits	9.0	8.0	9.0	9.0	122
Soul Of The Samurai	Konami	Interesting Story	Controls	6.5	4.5	4.5	6.5	122
Star Ocean: The Second Story	Sony Computer Entertainment	Character-Skills System	Some Battles Frustrating	8.5	9.0	8.0	8.0	120
Street Fighter Alpha 3	Capcom	World Tour Mode	Slight Animation Loss From Arcade	9.5	8.5	9.0	8.5	119
Tarzan	SCEA	Incredible Graphics	Childish Gameplay	6.5	6.5	5.5	6.5	122
Tiny Tank	SCEA	A Few Interesting Levels	Provides Nothing Interesting	4.5	3.5	5.5	6.5	122
Trick'N Snowboarder	Capcom	Link Cable Support	Unoriginal Gameplay	4.0				123
Um Jammer Lammy	SCEA	Two-Player Modes	This Game Is Like A Very Bad Trip	8.0	8.0	8.5	7.0	123
Warzone 2100	Eidos	Customizable Units	Difficult To Control	7.5	7.5	7.5	5.0	120
WWF Attitude	Acclaim	Lots To Customize	Game Engine Not Precise	8.0				123
Game Boy/Game Boy Color								
Conker's Pocket Tales	Nintendo	Inventive Quest	Damn Cute Animals	7.0				122
Looney Tunes	Sunsoft	Unlimited Continues	A Bit Tedious	4.5				122
Motocross Maniacs 2	Konami	Track Editor	Later Tracks A Bit Too Tough	7.5				122
Pac-Man Special Color Edition	Namco	Two Games In One	Sloppy Programming	5.5				122
Pokémon Pinball	Nintendo	Lots Of Replay Value, Catching Pokés!	Nothing	8.0				122
R-Type DX	Nintendo	Three Games In One	High Level Of Difficulty	7.0				122
Spawn	Konami CEA, Inc.	The Ability To Turn It Off	Being Able To Turn It On	2.0				122
Super Mario Bros. Deluxe	Nintendo	Loads Of Extras!	Vertical Scrolling Can Disorient You	9.5	8.5	8.5	8.5	121
Tarzan	Activision	Great Animation	Too Much Banana Huntin'	7.5				122
The Smurfs' Nightmare	Infogrames	Nice Graphics	Mindless Gameplay	4.5	5.5	3.0	4.5	121

Rigor Motorist



Reader Reviews

Here's your chance to vent your views on recently released games. If you have something you think needs to be said about either one of our reviews or a game you've recently bought, e-mail us your thoughts at review_crew@zd.com or write to us at the following address:

EGM Reader Reviews, P.O. Box 3338, Oak Brook, IL 60522-3338

Mario Golf

What we said:

"Mario Golf should be required for all N64 owners...it packs easy-to-use interfaces and addictive gameplay... the game is extremely accessible, and fun...Mario Golf is a solid title that should appease young and old players alike..."

How we rated it:

9.0 8.5 7.5 7.5



What you said:

Mario Golf is one of the best golf games I've ever played. But there are ups and downs about the game. First of all, the game relates to the real physics of golf. Its graphics are superb, and it's much better than Hot Shots Golf, still using the same engine as Hot Shots Golf. The only problem I had with the game was that the aiming system was too difficult to master and there were some characters in the game I've never heard of. This is a kind of game that young and old people would like to play and for veteran and newbies to the game of golf. I give it a 8.5 and I recommend it to anyone who likes golf or just likes to collect Mario games.

Rudy Antido Jr
via the Internet

I never played Hot Shots Golf (I don't have a PlayStation), so I got this game to see what all the fuss is about. Now I see why Hot Shots got so much praise. Mario Golf is a lot more fun than you'd expect from a golf game. I really like the control. The Nintendo characters add a lot to the appeal. This game is just plain addicting. The only downside is that it's a little hard. But that's not a big deal. It just means it'll take longer for me to get bored of the game. You know what? I don't think I'll ever get bored of this game.

Kevin Peterson
via the Internet

"Mario Golf is one of the best golf games I've ever played."

Pokémon Snap

What we said:

"This is one of the most original and innovative games I've ever played...Pokémon fans will eat it up...you'll want to reach into the screen and give Pikachu a big ol' hug..."

How we rated it:

8.5 8.0 8.5 8.0



What you said:

The idea behind Pokémon Snap is great. Having to solve puzzles to get the Pokémon out of their hiding spots would be a blast. The problem is that the puzzles are so simple a 5-year-old could beat the game on his/her first try within two hours. Most of them are simply solved by throwing a pester ball or playing the flute. Sure Metal Gear Solid can be beaten in two hours but that's after you've beaten it several times and already know where to go.

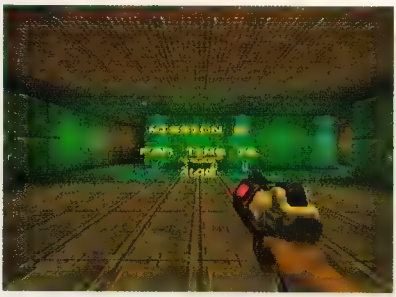
Quake II

What we said:

"Quake II's multiplayer modes rock...as a one-player game Quake II is rather repetitive...games like this MUST have at least one save point in the middle of a level!...it easily outshines Turok 2 in 4P play...this game is strictly about the twitch action and simple puzzles (i.e., it's no GoldenEye)..."

How we rated it:

8.5 8.0 9.0 8.0



What you said:

When the game was first available for rent at Blockbuster, I got excited and rented it. I was amazed! The graphics weren't quite what I expected, but they were satisfactory. The play control was superb because you could adjust the sensitivity of the joystick, like on the original Quake. But what satisfied me the most was the multiplayer. I loved the flag tag mode and wanted to play it forever. The one-player mode was good, but not great. I can see why this game is rated Mature, and I don't think the little kiddies should play this game. This game is a must-buy and I can't wait for it to become one of the 40- dollar games.

Steve Kalbach
via the Internet

"I loved the flag tag mode and wanted to play it forever."

Another problem with the game is that all the Pokémon are in the same place every time, eliminating the need for your "lightning reflexes" advertised in the commercials. You point to the place the Pokémon always pops up, and easily snap a winner.

WackyIraqy@aol.com

Your review of Pokémon Snap was dead-on. The game's strengths are in its unique gameplay and the animations of the Pokémon. It is a real kick to be able to go on a guided safari tour and torment the animals for once! Beaning Pikachu in the head with Pokémon food always gets a laugh. Unfortunately, I have not played a game this short since the 8-Bit NES. It definitely is beatable in one day for the average gamer, and only takes a couple of days to find the handful of well-hidden others. Having not been bitten by the Pokémon craze, Che was right when he said, "Thankfully, there is Pokémon Snap to pull us non-believers into the fold." This game delivers on quality, but lacks in quantity, which is a rare occurrence in the video game market today. I think the game would have been of sufficient length had all the Pokémon been included. Nonetheless, a solid rental.

Jeff Weber
jweber@creighton.edu

Star Wars: Episode 1 Racer

What we said:

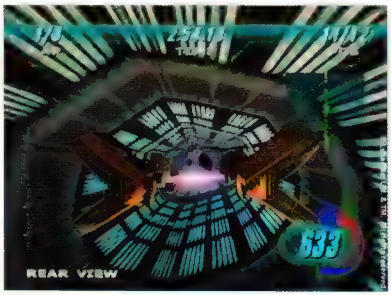
"...kinda like a supersonic Beetle Adventure Racing...it's as impressive as it is dizzying...Racer is one of the fastest games I've ever seen on any system...the frame-rate suffers a bit in hi-res mode...let's just say Racer put the smack down on me..."

How we rated it:

9.0 9.0 8.5 9.5

What you said:

Episode 1 Racer is basically a great racing game. It has good graphics, good tracks, there are pod racers to fit



everybody, being able to upgrade your pod, doing over 600 mph, and that it didn't come out on the PlayStation. There are a few downsides, though. One thing is the lack of music and the little music there is is crap. Why didn't LucasArts put the people in charge of Rogue Squadron in charge of Racer? Also the tracks don't have enough secrets. Another thing that would have been nice is more weapons and a four-player mode. Overall though, it's the best racer out for any system.

Will Hinkley
via the Internet

"Why didn't LucasArts put the same people in charge of Rogue Squadron in charge of Racer?"

Superman

What we said:

"The man of steel has gone horribly limp...it's almost like amateur night at game programming school with this one...the gameplay is devoid of anything that even remotely resembles entertainment..."

How we rated it:

0.5 4.0 2.0 1.5

What you said:

Superman is such a terrible game, I returned it the same day I rented it.

How a game like this is actually on store shelves for $60 is way beyond my comprehension. I could make a better game than Superman with my calculator. This is by far the most painful gameplay on the N64.

Jimmy Koutsoukos
via the Internet

WWF Attitude

What we said:

"If you really like to personalize your games, then go get some Attitude... Create-A-Wrestler is so damn deep with options it's scary...even if you're not a wrestling fan, buy this...the real star here is the Create-A-Player..."

How we rated it:

6.5 6.5 5.5 6.5

What you said:

WWF Attitude kicks ass. Thiz iz like the best wrestling game of the decade. This game is even better than Warzone, Revenge and all the other wrestling games. I say itz the best sportz interactive game out this year. The graphicz are great, options are great and most of all, how Acclaim made the Create-A-Wrestler options are better than ever. If u got N64 or Psx itz a must-buy. (Not very sure about GBC.)

Br8nEDeAD@aol.com

WWF Attitude is way better than WWF Warzone. Acclaim should have not made us wait so long. There were too many delays. The game is hot. It has a way better Creat-A-Player Mode and it also has better match modes. The arenas and the players look a lot better. I would have to give this game a 9.0. I hope the new WWF game from THQ is better.

Charlie Jett
via the Internet

Ape Escape

What we said:
"Ape Escape won me over because its controls are ingeniously good...the level design is superb...deserves high marks for showing new ways to use the Dual Shock..."

How we rated it:
8.0 9.0 9.0 9.0

What you said:
When I first saw this game I thought: "THAT'S THE DUMBEST PIECE OF SH*T GAME I'VE EVER HEARD OF!!!" Then, I rolled my eyes once more when I saw commercial after commercial for Ape Escape and I figured it was a lame attempt to build up hype. A few weeks later, I played it at a friend's house and it was actually kinda fun (the controls took a few minutes to get used to). Then more gripes came in:
1. Of all animals....MONKEYS! Cartoon monkeys are really really annoying! (mostly their taunting animations)
2. Bike helmets w/sirens that make monkeys evil...'nuff said...
3. Crappy cast of characters. Just looking at them (especially Specter) makes me wanna vomit!
4. Banjo Kazooie-style colors: The color scheme and the effect of light reflecting off objects (actually it's painted on to the texture maps) makes almost everything look like pastel colors
5. Overall gameplay gets boring quickly!
Well there you go, my review (don't accuse me of not giving this game a chance 'cuz I've played plenty! And gripe #4 may be off because that's how I remember the game and I haven't played in a while!).

Egggmail52@aol.com

Driver

What we said:
"It's a great game but the stupid glitches spoil what could've been perfect...the story line is funny and interesting...Driver pulls off that '70s cop show theme quite well...it's packed with options..."

"Overall gameplay gets boring quickly!"



How we rated it:
8.5 8.5 8.0 8.5

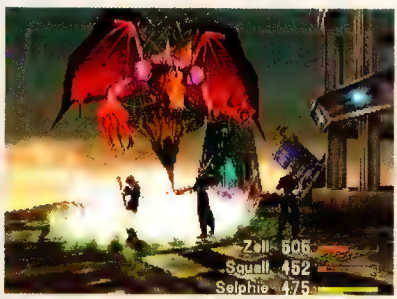
What you said:
I really believe Driver should have had a better rating. I know I can't change that but anyway...when you guys reviewed Driver you made it sound like the game had bugs or glitches everywhere in it. After playing it for myself I didn't notice that many at all. I know there were some like getting stuck in the air forever in "Survival Mode" in San Francisco. And I only noticed the frame-rate to drop only a few times like when a road block was up ahead and I was being chased by two or more cops. And I just loved the Film Director Mode for your replays. But anyway, love the magazine.

Dan Peters
via the Internet

What can I say, it's a good game. Like any game it has its flaws, but they are few and far between. There is some graphic slowdown, but it's not too bad that it can't be overlooked easily enough. It would have been really sweet if there could have been some hidden cars like the one from *Starsky and Hutch* to unlock. Any memorable cars from the shows of the '70s would have made

Final Fantasy VIII

What we said:
"Square has outdone themselves this time...nothing short of awe-inspiring... you forget you're playing a video game...FFVIII is the pinnacle of its genre...character development is the best of any RPG I've ever played..."



How we rated it:
9.5 9.5 9.5 9.5

What you said:
First of all, let me say that the gurus at Square must be working around the clock and then some to churn out all of these games, and even longer to make sure they're as good as can be. Final Fantasy VIII is one of those: It's as good as can be. The Junction and the Draw systems are both innovative and engrossing (though endlessly drawing spells from the enemies gets boring), and the characters seem more like human beings rather than lifeless polygons. The rendered worlds are rich and colorful, and the implement of a salary system is more realistic. The FMV is the best ever seen on the PlayStation. Period. It seems almost impossible that the system can handle it. This four-disc monster is one of the best games ever made.

Peter Jurmu

When I first saw those Dreamcast screens, my PlayStation faded for a moment there. Enter Final Fantasy VIII. The game kicks so much ass, you'd think twice about buying a Dreamcast and waiting for Squaresoft to make their move on the new wave of consoles. Remember when you first experienced FF7? Quadruple that experience. The game's a reunion with the PlayStation.

Racer X

this game rule. And where's the speedometer, dammit?! It could have really helped to have some idea of how fast I was going. I suspect the reason something this common to most driving games was left out was because it would have made the graphic slowdown even more noticeable. I guess it really isn't necessary in order to play the game, but it sure would have been nice.

My one major gripe was with the game's law enforcement. How many of you have been pulled over by the police for speeding? Well, when they caught you speeding, did they ever swerve to hit you head-on? The game's manual says that the more felonies you commit and the longer you evade the police, the more aggressive they get. They waste no time in doing so. Wouldn't it suck in real life if cops used lethal force right away when they catch you breaking the law? Wait, they already do in L.A. This really makes the game a pain. Other than that, it's pretty good. If you like the realism of Gran Turismo and the mayhem of Grand Theft Auto, drive to the store and buy Driver right now. Watch your speed, though.

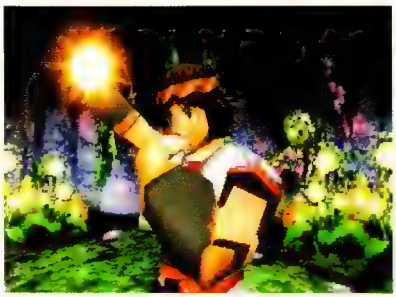
Kent Glinsky
Kunta_G@aol.com

I thought this game was very cool. I loved the idea of a game being made based on the '70s car-chase scenes. The graphics are amazing, except for that slowdown. The sounds of the '70s music is great, along with tire squeals, police sirens, and people yelling at you when you "accidentally" drive on the sidewalk. The gameplay itself is amazing. A wide variety of jobs to do, along with being able to drive anywhere you want and the different modes of play, make Driver a winner. I thought your scores were dead-on. Great game.

jsecord1@excite.com

Jade Cocoon

What we said:
"Unfortunately, somewhere between concept and execution, the game fell terribly short...the Poké-cloned monster-mixing gameplay is ultra-deep..."



How we rated it:

6.5 6.5 5.5 6.5

What you said:
What did I think of Jade Cocoon? Well, I thought the story didn't have enough depth, and the characters didn't seem to grow (or talk for that matter). The main character seemed to spend more time sitting in the background while his monsters did all the work. I also didn't like the fact that you couldn't walk around the town. What's up with that?! What I did like was the visuals, which were bright and vibrant. Also, capturing monsters and having infinite combinations was a real plus. Unfortunately, overall it was a pretty dull game. With enough time, it could have been more.

jsecord1@excite.com

Tarzan

What we said:
"Kids will enjoy the simple gameplay... it's got great animation and richly detailed graphics, but firing weapons is slow and clumsy...running around and jumping gets old fast..."

How we rated it:

6.5 6.5 5.5 6.5

What you said:
You guys hit it on the mark with this one. While the graphics are truly eye-candy in every sense of the word, the game is far too short (I clocked in at 1 hr. 13 minutes; on my first try)

"While the graphics are truly eye-candy in every sense of the word, the game is far too short..."

and the final levels, especially Conflict With Clayton and Journey to the Treehouse are far too difficult for the target audience of children 4-11.

ANTBond 007@aol.com

UmJammer Lammy

What we said:
"The story line is so freaking bizarre—it borders on insanity...expands upon the first games' ideas and has more to do than the first one did...Lammy is a whole different animal..."

How we rated it:

6.5 6.5 5.5 6.5



What you said:
I wasn't expecting much when I got this game. But it surpassed my expectations immensely. What I liked most about it was that it drew me in even though I prefer hip hop over rock 'n' roll. I liked the way it kinda forces you to play on normal rather than easy. After I beat the game I found myself coming back again and again trying to beat my high score. I like all the songs except for stage 6 which you'll probably only get by with luck. The game also has loads of extras such as PaRappa remixes of all the songs. There's also vs. PaRappa, team up with PaRappa and the same with your evil twin (I think it's her evil twin) Rammy. I definitely recommend this game to anybody who follows a beat and has quick reflexes.

Justin Lattany
JLattany@netscape.com

Send your best tricks, codes, Web sites and anything else that can help make games more fun and interesting to:

Tricks of the Trade
P.O. Box 3338, Oak Brook, IL 60522-3338
or send e-mail to: tricks@zd.com

Tricks of the Trade

By Trickman Terry • tricks@zd.com

TRICK OF THE MONTH

House of the Dead 2

Get all items in Original Mode
Complete Training



Two more sections in Boss Mode
Beat all bosses in Boss Mode and get a ranking with a new boss. Then unlock the Emperor and Fight as Emperor.

Unlimited credits in Original Mode
Complete Boss Mode with five star marks for each boss, including Fight as Boss.

Bonus Cats
If you shoot a cat, it will float away toward a bonus item.

Bonus Rooms
To access one of the bonus rooms at the end of the game, you must get every weapon and every possible item in the game.

Display Score
On the Title Screen, press the

Hey, send us your cool new tricks and win cool prizes!

If your trick is selected as the Trick of the Month, you will win a free GameShark provided by the kind people at InterAct, and a Pro Shock controller from Fire International. If you are given credit for submitting a hot trick in this section, you will win a free game. See page 289 for rules.

NOTE: IF you send your trick by e-mail you must include your real name, address, city, state and zip code.

DREAMCAST

Soul Calibur

Unlock Hidden Characters and Stages

Every one of these characters will be unlocked using Arcade Mode. While it doesn't matter who you use to unlock these characters, the order in which they appear remains constant. You'll also notice that a few stages will unlock as well, on the 4th, 6th and 8th completion:

Play as Hwang
1st completion
Play as Yoshimitsu
2nd completion
Play as Lizardman
3rd completion
New stage added: Water Labyrinth
4th completion
Play as Siegfried
5th completion
New stage added: City of Water
6th completion
Play as Rock
7th completion
New stage added: Colosseum
8th completion
Play as Seung Mina
9th completion
Play as Cervantes
10th completion
Play as Edgemaster
After you get everyone available up to (and including) Cervantes, you must then win with ALL remaining characters (only once per character) to open up Edgemaster.
Play as Inferno



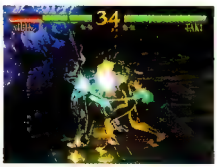
Select Xianghua's 3rd outfit (select with Y+A) and win the game to unlock him. (Note: You must earn Xianghua's outfit in Mission Battle Mode before you do this.)

Extra Modes

Extra Survival Mode
Open up picture (167), and this mode will be playable. This mode requires you to win with one-hit victories as opposed to the normal "full health" battles of the standard survival mode.
Opening Direction Mode
Once you unlock picture (179), you'll have access to this mode. This mode allows you to place any of the game's characters in different spots of the intro sequence.
Weapon Select Feature



After unlocking picture (224), you can now use this feature. In Arcade/Versus mode, just press the L button to cycle weapons from 1p, 2p or EdgeMaster versions. It's now possible to use your alternate outfit weapons with your original outfit, or vice versa.
Metal Model Feature



Open up picture (265), and you can access this feature. In Arcade/Versus Mode, hold R while selecting your character to get a metal-looking version of any character. You can even get multiple hues of metal (gold, silver, etc.) by selecting the alternate outfits of each character.
Slide Show
Once you complete the second Chaos Gate mission, a "SLIDE SHOW" option will become available in the art gallery. Once selected, it will randomly cycle through all of the artwork displayed in each of the 15 galleries.
New Title Screen
If you beat the game with Inferno, you'll notice an extremely smooth new graphic when you load up the Title Screen.

NINTENDO 64

Bass Hunter 64

Tons of Codes

You will hear a "boing" sound if the codes were entered correctly.
All Lakes Available:
Enter "ALLDLAKES" as a code at the Cheat Codes Screen under the options.
Extra Money:
Enter "ALLDCASH" as a code at the Cheat Codes Screen under options.

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Slow Boat:
Enter "WHATADRAG" as a code at the Cheat Codes Screen under options.
Fast Boat:
Enter "HYPERBOAT" as a code at the Cheat Codes Screen under options.
Bathtub Boat:



Enter "RUBADUBDUB" as a code at the Cheat Codes Screen under the options.
No Snags While Fishing:
Enter "BAGDSNAGS" as a code at the Cheat Codes Screen under options.
Unbreakable Line:
Enter "SUPERSTRING" as a code at the Cheat Codes Screen under options.
Large Fish:
Enter "MONDOFISH" as a code at the Cheat Codes Screen under options.
Less Fish:
Enter "WHEREDFISH" as a code at the Cheat Codes Screen under options.
Easy to Catch Fish:
Enter "SUPERLURE" as a code at the Cheat Codes Screen under options.
Fish are More Active:
Enter "HAPPYFISH" as a code at the Cheat Codes Screen under options.
Catch Al Lindner:



Enter "FISHMAN" as a code at the Cheat Codes Screen under options. Then instead of catching a regular fish, you will see a head with sunglasses, a hat and fins.
No Penalties During Tournament:
Enter "NOPENALTY" as a code at the Cheat Codes Screen under options.
Win Current Tournament:
Enter "IWINIWIN" as a code at the Cheat Codes Screen under options.
New Game Sounds:
Enter "SILLYSOUND" as a code at the Cheat Codes Screen under options.

Command & Conquer

Adjust Battle Screen



At the Battle Screen, hold L and press Up-C or Down-C to magnify and reduce the screen.

Mario Golf

Password Screen and Passwords

Password Screen



At the Main Menu highlight the option labeled club house and press Z+R+A at the same time.
Toad Highlands Tournament:
Put in KPXWN9N3 as the password.
First Camp Hyrule Cup:



Enter "oEQ561G2" as a password at the "Code Entry" Screen to play a tournament on the Koopa Cup course with Donkey Kong.
Second Camp Hyrule Cup:
Enter "5VW6890G" as a password at the "Code Entry" Screen to play a tournament at the Toad Highlands course with Plum as your player.

Monster Truck Madness 64

Low Rider Trucks



Enter "YRDR" as a password. Your trucks will now have low rider wheels!

TOP 10 TRICKS

The top 10 games of the last month given the full-on *Trickman* treatment:

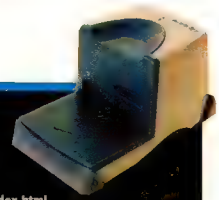
1. Pokémon (Blue) (GB)

Fight Safari Zone Pokémon

This will allow you to fight and catch the Safari Zone Pokémon outside of the Safari Zone. To begin, you must have a Pokémon with the Surf Ability. Now go to the Safari Zone and enter the area where the Pokémon you are trying to catch is found. Stay in the section until the time runs out. Go to the Seafoam Islands by surfing south of Fuchsia City. Be sure you don't encounter any enemies on the way, or the trick won't work (this does not include the Pokémon in the water on the way there). On the edge of the islands, there is a strip of the screen that is half land, and half water. Now, surf on this section and just keep going up and down on it. When you run into an enemy, it will be the Pokémon from the Safari Zone section you

cont. on pg. 270

DEXDRIVE SITES OF THE MONTH



PlayStation:
http://www.psxmax.com/cheats/dex/index.html
http://geocities.com/Area51/Shuttle/4921/psxsaves.html
http://consolers.stomped.com/Console/codes/Dexdrive/dexfiles1.html

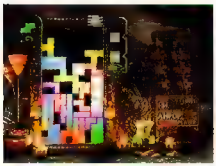
Nintendo 64:
http://www.geocities.com/TimesSquare/Corridor/8554/N64Saves.html
http://www.members.home.net/linkoo7/oo3.htm
http://www.nintendozone.com/dexdrive3.html

Both:
http://www.mindspring.com/~magik1/
http://www.geocities.com/TimesSquare/Arcade/6625/start.html

The New Tetris

Cool Codes

Turbo Mode

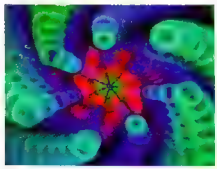


Select single-player mode, enter "2FAST4U" as a name, then highlight "OK" and press A. When the game begins, the blocks will eventually fall very quickly.

Turbo CPU Mode

Select single-player mode, enter "AI2EZ4U?" as a name, then highlight "OK" and press A. When the game begins, the CPU's blocks will fall very quickly, while your blocks will remain at normal speed.

Music Kaleidoscope



Enter the audio options screen and set the song to "Haluci" and the music mode to "Choose." Then select single-player mode, enter "HALUCI" as a name, then highlight "OK" and press A. A kaleidoscope will now appear in place of the game. Please note that the Nintendo 64 must be reset to quit this mode.

NFL Blitz 2000

Tons of cool codes

Select the "Enter Name For Record Keeping" option and enter one of the following player names and PIN numbers.

Name: BRAIN/Pin: 1111 (Brain)
Name: FORDEN/Pin: 1111 (Dan Forden)
Name: SKULL/Pin: 1111 (Skull)
Name: TURMEL/Pin: 0322



(Mark Turmell)

Cheat Codes:

At the Versus Screen, press Turbo, Jump and Pass to change the icons below the helmets. The numbers in the following list indicate the number of times each button is pressed. After the icons have been changed, press the D-pad or Analog-stick in the indicated direction to enable the code. If you entered the code correctly, you will see the name of the code and hear a sound. For example, to enter 1-2-3 Left, press Turbo, Jump(2), Pass(3), Left. Note: More than one code may be activated per game.

Result	Code
Infinite turbo	5-1-4 Up
Fast turbo running	0-3-2 Left
Power-up offense	3-1-2 Up
Power-up defense	4-2-1 Up
Power-up teammates	2-3-3 Up
Power-up blockers	3-1-2 Left
Super blitzing	0-4-5 Up
Super field goals	1-2-3 Left
No interceptions	3-4-4 Up
No random fumbles	4-2-3 Down
No first downs	2-1-0 Up
No punting	1-5-1 Up
Allow stepping out of bounds	2-1-1 Left
Fast passes	2-5-0 Left
Turn off stadium	5-0-0 Left
Late hits	0-1-0 Up
Show field goal %	0-0-1 Down
Show punt hang meter	0-0-1 Right
Use team plays	1-0-0 Up
Hide receiver name	1-0-2 Right
Invisible	4-3-3 Up
Big football	0-5-0 Right
Big head	2-0-0 Right
Huge head	0-4-0 Up
No head	3-2-1 Left
Headless team	1-2-3 Right
Team tiny players	3-1-0 Right
Team big heads	2-0-3 Right
No play selection (Teams Must Agree)	1-1-5 Left
Show more field (Teams Must Agree)	0-2-1 Right
No CPU assistance (Teams Must Agree)	0-1-2 Down
Power-up speed (Teams Must Agree)	4-0-4 Left
Hyper blitz (Teams Must Agree)	5-5-5 Up
Smart CPU opponent	3-1-4 Down
Tournament mode (2P Game)	1-1-1 Down
Always quarterback (Requires two human teammates)	2-2-2 Left
Always receiver (Requires two	

TOP 5 EXTREME CODES, BRO

WHAT DOES IT LOOK LIKE?	FOR WHAT GAME?	WHAT DOES IT DO?	HOW DO YOU DO IT?	RATING
	3Xtreme (PS)	Hidden Tracks	At the Main Menu, highlight "Memory Card" and press Left or Right, then choose the "Codes" selection. Then, enter any of the codes as shown for various results: Enter "VOUYEUR" at the Codes Screen to unlock all the Exhibition tracks. Enter "TRIXXY" at the Codes Screen to unlock all the Freestyle tracks.	
	Big Air (PS)	All Courses	On the Main Menu Screen, quickly press Right, Left, Right, Left, Circle, Square, Circle, Square. Then select any Freeride Mode to get the new courses.	
	Cool Boarders 3 (PS)	Cheat Names	Enter each cheat below as a name in Tournament Mode to get the various results. WONITALL - Access to every course OPEN_EM - Access every boarder and board BIGHEADS - Get huge heads	
	Rushdown (PS)	Unlock All Tracks	On the Main Menu Screen press Up, Up, Down, Down, Left, Right, Left, Right, Triangle, Circle, Triangle, Circle. This will unlock all the tracks in the Arcade Mode.	
	Street Sk8ter (PS)	All Boards	On the Main Menu Screen, press Right(2), R1, R2, Left(2), L1, L2. When you put in the code correctly, you'll hear "Yeah!"	

In a world of floating continents, rotating around a living computer core, the prophecy has come.

Meet *Led*, Daughter of a General, forbidden from battle, yet driven by duty.

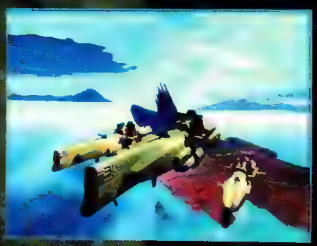
Whatever the consequences, sometimes a girl just has to kick serious butt.

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The number to call for the latest cheats & gaming info

TOP 10 TRICKS (CONTINUED)

just left. This time though, you will be able to fight them and use the other Balls on them as well.

2. Pokémon (Red) (GB)

Find Codes

Find more tricks for this game and send them in!

3. S.W. Episode 1: Racer (N64)

Podracer Codes

There is a special way you must enter these codes. First, you must choose a mode from the Title Screen/Main Menu. Then on the Select Player Screen, pick an Empty file. When asked to enter your initials, press and hold the Z button while scrolling through the letters with the analog stick. Next, choose each letter of the code with the L button. You will see the letters of the codes appear in the lower left-hand corner of the screen. After the entire code has been entered, press the L button on the word, "End." This will confirm the code. Use this method to enter the codes shown below:

RRJABBA - This code makes you invincible to damage and overheating. (Note: This code needs the Cheat Menu to be activated.)

RRTHEBEAST - This code activates Mirror Mode. Your left and right controls will be switched during the game. (Note: This code needs the Cheat Menu to be activated.)

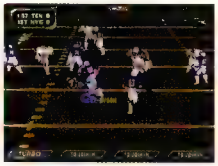
Cheat Menu

To activate the RRJABBA and RRTHEBEAST codes, start a race and press Start to pause it. With the control pad, press Left, Down, Right, Up. A new option called Game Cheats will be available under the

cont. on pg. 271

human teammates)

	2-2-2 Right
Old day stadium	5-0-1 Up
Day stadium	5-0-1 Down
City stadium	5-0-1 Left
Old night stadium	5-0-2 Up
Night stadium	5-0-2 Down
Future stadium	5-0-2 Left
Old snow stadium	5-0-3 Up
Snow stadium	5-0-3 Down
Roman stadium	5-0-3 Left
Grass field	3-0-0 Up
Asphalt field	3-0-1 Up
Dirt field	3-0-2 Up

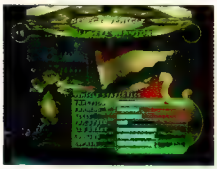


Astroturf field	3-0-3 Up
Snow field	3-0-4 Up
Fog on	0-3-0 Down
Thick fog on	0-4-1 Down
Weather: clear	2-1-1 Left
Weather: snow	5-2-5 Down
Weather: rain	5-5-5 Right
Night game	0-2-2 Right

Star Wars Episode 1: Racer

All Tracks and Racers

To get all pods and tracks, you must first have the "Debug Trick" code activated. *(You need to go to an empty game file and push the A button. This will bring you to the screen where you would normally enter your initials. When in this screen hold down the Z button, while holding it down use the L shoulder button and type in RRTANGENT. Now scroll over to the End option while still holding Z and press the L button once more. At this point nothing will happen. Now, while still holding Z, press the B button to exit the screen and then push "A" to bring you back into the Initials Screen.*



Now, while holding "Z" and using "L" shoulder button, type in "ABACUS." Scroll over to the "end" option and while holding "Z," push "L." It should say "OK." Now begin any saved game and start a race. While in the race, pause the game. While on the Pause Menu push "Left, Down, Right, Up." The GAME CHEATS option should appear). After that code has been activated, go to the Main Menu on the Title Screen and press and hold L+R then press Right-C. It should say, in blue and white flashing letters, ALL



PODS AND ALL TRACKS UNLOCKED. The file with all pods and tracks will be at the bottom and will be named DBG. Go into that file and all the pods and tracks are available for use.

PLAYSTATION

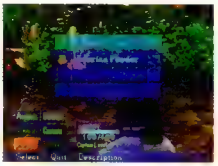
Jade Cocoon: Story Of Tamamayu

Free Mugworts

Start a new game and go through the entire introduction sequence until you get to Koris in Beetle Forest. He will be waiting to train you. Talk to him, then go to attack and defend. He will give you a free Mugwort to start with. Then you must dis-



obey his commands while in training. He will make you start over, but you will still have the



Mugwort. Repeat this process and he will keep giving you Mugworts. This way you can build up your Mugworts without effort!

Madden NFL 2000

Cheat Codes

Enter one of the following codes at the code entry screen to activate the corresponding cheat function:

20 yard first downs:
FIRSTIS20
Super stiff arm:
SMACKDOWN
Super jump:
SPRONG
More injuries:
PAINFUL
More sacks:
QBINTHECLUB
More fumbles:
ROLLERGIRL
Easier interceptions:
PICKEDOFF
No interceptions:
EXPRESSBALL
Less penalties:
REFISBLIND
Big versus small players:
MINIME
Camera follows football:
VERTIGO

TOP 10 TRICKS (CONTINUED)

Pause Menu. Access this option and you can now turn on any of the available cheats.

4. Super Smash Bros. (N64)

Borrow a Life

Do this trick if you are defeated in a multiplayer match. If your teammate still has one or more lives in stock, you can use one of his lives to get back in the action by pressing A+B+Z+Start.

5. Super Mario Bros. Deluxe (GB)

Five Extra Lives

Note: This trick works only on a new game. Select the Toy Box option at the Main Menu Screen, and then choose the "Fortune Teller" option. Keep choosing cards until you get the Extremely Lucky card. This will give you five lives. Return to the Main Menu and choose to play the original levels. Start a new game to begin with 10 lives instead of five.

6. Pokémon Pinball (GB)

Animate Unevolved Pokémon

If you want to animate the Pokémon you've caught, go to the Pokédex and highlight one of the regular, unevolved Pokémon. Now press and hold the Start button to see the character move!

7. Lunar: Silver Star Story (PS)

Lords of Lunar Mini-Game

Insert the "Making Of Lunar" disc. Then when the video sequence of the making of game begins, press Up, Down, Left, Right, Triangle, Start. You will then be taken to a new Title Screen called, Lords Of Lunar! You and one

cont. on pg. 272

Antarctica stadium:
XMASGIFT
Dodge City stadium:
WILDWEST
EA Sports stadium:
ITSINTHEGAME
Tiburon stadium:
WEPUTITTHERE
Tiburon Bros. stadium:
COTTONCANDY
Industrials team:
INTHEFUTURE
Marshalls fantasy team:





COWBOYS
All-Madden team:
TEAMMADDEN
All '60s team:
MOJOBABY
All '70s team:
LOVEBEADS
1972 Steelers team:
DONTGOFOR2
1972 Raiders team:
GETMEADOCTOR
1976 Raiders team:
GAMMALIGHT
1976 Patriots team:
HACKCHEESE
1981 Dolphins team:
15MOREMIN
1981 Chargers team:
BUILDMONKEYS
1985 Dolphins team:
CHICKIN
1985 Bears team:
DOORKNOB
1986 Browns team:

Cool GameShark Codes

NINTENDO 64

Command & Conquer

Inf. Cash Brotherhood Of Nod
800c50ae00ff
Inf. Cash Global Inf.
800c4f0600ff
Instant Air Strike (GDI)
800962a40032
800c4e5000ff
Instant Air Strike (NOD)
800962a40032
800c4ff800ff
Instant Ion Cannon (GDI)
800962a50033
800c4e3000ff
Instant Ion Cannon (NOD)
800962a50033
800c4fd800ff
Instant Nuclear Strike (GDI)
800962a60034
800c4e7000ff
Instant Nuclear Strike (NOD)
800962a60034
800c5018[illegible]

Mario Golf

Extra Characters
810c28e80000
[illegible]
810c28ec0000
[illegible]
810c28f00000
[illegible]
810c28f80007
810c28fa0000
810c28fc0000
810c28fe0000
Must Be On
[illegible]

Mario Party

Infinite Lives On Mini-Game Island
800f37bb0063

Pokemon Snap

Enable All Levels
810c22120000
Must Be On
[illegible]

PLAYSTATION

Centipede

Enable A Bridge Over Molten Magma Level
80056c800001
Enable A Hero's Reckoning Level
80056dac0001
Enable Have Last Level Completed
8005707c0001
Enable The Crack of Doom Level
[illegible]

Chocobo Racing

Enable All Characters + Tracks
801e929cffff
[illegible]
Enable All Movie
801e9298ffff
Chocobo Racing Enable All Music
800e9294ffff
800e9296ffff
Have All Crowns + Classes
801e9290ffff
801e9292ffff
Max Stats in Edit Mode
(Press Select)
[illegible]
[illegible]
[illegible]
[illegible]
Time is 0:00:00
[illegible]

Croc 2

Enable Cheat Menu
(Press L2 + R2)
8006ff880001
Max Crystals
[illegible]
[illegible]
Max Lives
80076ABC0009
Max Swap Meet Pete Card
80076AC4270F
Always Have Key
80076B540001
Always Have Magic Hat Zoomers
[illegible]
Infinite Lives
[illegible]



tricks@zd.com

We want your tricks! Plus, next month, we want to feature as many DREAMCAST games as possible. Send us anything you have.

TOP 10 TRICKS (CONTINUED)

other player can battle against six computer players. You can choose your character for the castle you defend, set up your options and more!

8. Superman (N64)

Mission Select

First begin a one-player game. Play until you get the option to save the game on the controller pack. Save the game, then reset. Select "Load Game" from the Main Menu, then choose the game that was saved. A prompt to insert a Rumble Pak will appear. Hold L + B for approximately one second, then press the A button. A mission selection screen will appear that allows any mission to be played under the current difficulty setting. Note: The difficulty setting may be changed by entering the option screen from the Main Menu.

9. Syphon Filter (PS)

Cinema Code

When you begin the first level, go into the bar. When you get to the guy shooting at you from behind some crates, shoot him, then go into that room and out the window. On the right is the fence and the elevator, on the left is an alley. Go down the alley and you should be in a street with flaming squad-cars at the end. On the left side are three doors. Use the sniping mode to look up, and it should say THEATER above the right door. Go up to the door and pause the game. Keep MAP highlighted, then press and hold in this order: Right+L2+R1+X. Gabe should say "Got it" after you enter the code. When you press Start again, you should be in the theater. Enter either curtain and all the movies should appear. Press X to skip any of the movies and press Start to go back to the theater.

KAMEHAMEHA
1986 Broncos team:
BLUESCREEN
1988 49ers team:
CALLMESALLY
1988 Bengals team:
PTMOMINFOGET
1990 Giants team:
PROFSMOOTH
1990 Bills team:
SPOON
1995 Steelers team:
STEAMPUNK
1995 Colts team:
PREDATORS
1997 Packers team:
TUNDRA
1997 Broncos team:
EARTHPEOPLE

NCAA Football 2000

Tons of Cheat Codes



Go to the Game Options Screen. Scroll down to access the Secret Code Entry Screen and input any of the following codes:
All exhibition mode stadiums
STADSGALORE
Maximum recruiting points
STAFFUP
Super stats team
UNSTOPPABLE
Receivers always catch the ball
GIMMEDABALL
Defense always intercepts
PIXGALORE
Defense always tackles
BRICKWALL
Extra-long kicks
ICBM
Knock down referee for 1 point
BADCALL
Faster daylight effects
TIMEFLIES
View CPU plays
MINDREADER
View introduction sequence
BIGSCREEN
View entire rankings
CONTROVERSY
1946 Notre Dame
GOLDPAINT
1947 Army
INSIDENOUTSIDE
1957 Notre Dame
STREAKOVER
1962 USC
FIGHTFORTROY
1962 Wisconsin
BUCKY
1965 UCLA
REVENGE
1966 Notre Dame
TAKETHETIE
1967 USC
WHITEHORSE
1967 UCLA
PRESSBOX
1968 USC
NICERUN
1969 Arkansas
WOOPIGSOOEY
1969 Texas
TEXASFIGHT
1970 Ohio State
BRUTUS
1971 Nebraska
GAMEOFTHECENTURY
1971 Oklahoma
SCHOONER
1973 Alabama
PLAYTHEPASS
1974 USC
RALLY
1975 Arizona State
DEJAVU
1976 Georgia
HEDGES
1978 Alabama
GOALLINESTAND

More GameShark Codes

Disney's Tarzan
99 Coins
800596d6[illegible]
Infinite Health
8005a51c2000
Infinite Lives
[illegible]
TARZAN and Simba
[illegible]

Driver
Low Gravity Mode
8009d5a80001
Low Rider Mode
8009ada2ffff
Press L To Levitate
[illegible]

[illegible]
8005a1ff
8005a200
8005a202
8005a204
8005a206
8005a208
8005a20a
8005a20c
8005a20e
8005a210
8005a212
8005a214
8005a216
8005a218
8005a21a
8005a21c
8005a21e
8005a220
8005a222
Score Multiplier
8005a224
Backward Mode
8009d5b00001
Score Never Goes Up
[illegible]

[illegible]
Drive Thru Walls
8004b9de1000
Enable Antigrav Cheat
[illegible]
8008664ffff
8008656ffff
Enable Credits
[illegible]
8008643dffff
Enable Immunity Cheat
[illegible]
8008644cffff
8008644effff
Enable Invincibility Cheat
[illegible]
8008641affff
8008641cffff
Enable Mines Cheat
[illegible]
8008643cffff
[illegible]

TOP 10 TRICKS (CONTINUED)

10. WWF Warzone (PS)

Play as the Trainer/Big Head Mode

On the Main Menu Screen, press L1, R1 (it may take a few tries to get it to work). This will take you to the basement, where hidden characters and modes are accessed after they are unlocked. Here are two of them to get you started:
Wrestle as Training Mode wrestler:
Go to Training Mode and from the screen where you choose wrestlers, select "Custom" followed by "Trainer."
Big Head Mode: Win the WWF title in Challenge Mode on the medium or hard difficulty level with British Bulldog.

More GameShark Codes

Driver cont.
Enable Rear Wheel Cheat
8008684affe
8008686ffff
Enable Stilts Cheat
8008864affe
8008864f6fff
Have All Flags
[illegible]

Echo Night
Always in Best Condition
801a6b500005
Freeze Time
8009f9c4ffff
Infinite Curing
Potion On Pickup
801ebe20005
Pedometer Reads 1
[illegible]

WWF Attitude
P1 Infinite Energy
D0038C041021
800EC2A40000
D0038C041021
[illegible]

1979 USC
MVPRUN
1981 Clemson
TOUCHTHEROCK
1982 Cal
THEPLAY
1982 Georgia
SICEMDAWGS
1983 Nebraska
GOFOR2
1984 Boston College
MIRACLE
1985 Alabama
BLOCKTHATKICK
1985 Auburn
SMARTBACK
1986 Penn State
LINEBACKERINT
1986 Miami
FATIGUES
1987 Miami
MONSTERD
1987 Oklahoma
SLOWSTART
1988 Notre Dame
LEPRECHAUN
1988 UCLA
LBBRUINS
1988 West Virginia
HURTQB
1989 Colorado
MISSEDCHANCES
1989 Notre Dame
LIFTOFF
1991 Miami
SHUTOUT
1991 Michigan
NICEPOSE
1991 Washington
WILDDOGS
1992 Alabama
REALMENPLAYZONE
1992 Miami
TOOTALENTED
1993 Florida
TOMAHAWK
1994 Miami
RUNOUTSIDE
1994 Nebraska
STEAMROLLER
1994 Oregon
GREENGANG
1994 Penn State
ALMOSTNO.1
1996 Florida
PUTINLARRY
1996 Florida State
GETTHEQB
1997 Washington
TURNOVER
1997 Nebraska
CORNFED
1997 Michigan
SPLITVOTE
1997 Tennessee
SMOKEY
All Tiburon Team



LASERBEAMS
All EA Sports Team
INTHEGAME

NFL GameDay 2000

Cheat Codes

Enter the Options Screen and choose the "Easter Eggs" selection. Then, enter one of the following codes to activate the corresponding cheat function:
Receivers catch better
GLOVES
Super speed bursts
JUICE
Super stiff arm
PISTON
No penalties for home team
HOME COOKING
Running back is juiced
DAVIS
Hidden difficulty level
GD CHALLENGE
Large players
GOLIATH
Tall and thin players



PENCILS
Tiny players
FLEA CIRCUS

NFL Xtreme 2

New Fields and Strange Players

Lunar Field:
Enter "LUNAR FIELD" as a name at the Player Creation Screen. Then, select the "Quick Start" option to begin a new game.
Urban Field:
Enter "CITY SCAPE" as a name at the Player Creation Screen. Then, select the "Quick Start" option to begin a new game.
Big Head Mode:



Enter "BIGHEAD BOBBY" as a name at the Player Creation Screen. Then, select the "Quick Start" option to begin a new game.
Flat Head mode:
Enter "COINHEAD COREY" as a name at the Player Creation Screen. Then, select the "Quick Start" option to begin a new game.
Long Neck Mode:
Enter "GEORGE GIRAFFE" as a name at the Player Creation Screen. Then, select the "Quick Start" option to begin a new game.
Long Arms:
Enter "MONKEY MICKEY" as a name at the Player Creation Screen. Then, select the "Quick Start" option to begin a new game.
Short Arms:
Enter "SHRIMPY SEAN" as a name at the Player Creation Screen. Then, select the "Quick Start" option to begin a new game.
Small Players:
Enter "TINY TOM" as a name at the Player Creation Screen. Then, select the "Quick Start" option to begin a new game.

More GameShark Codes

GAME BOY

Paperboy (Color)
Infinite Papers
[illegible]
Infinite Lives
[illegible]

Pitfall (Color)
Infinite Lives
[illegible]
Infinite Health
[illegible]
99 Gems
[illegible]

R-Type DX
Infinite Lives
[illegible]

Reversed Animations:
Enter "LAMEBOY LENNY" as a name at the Player Creation Screen. Then, select the "Quick Start" option to begin a new game.

Sled Storm

New Sled and Player
Storm Sled



Enter the Options Screen, select the load/save option, and display the Password Screen. Then, enter Circle, Triangle, Square, R2, R2, L1, X, Triangle as a password to unlock the Storm Sled in single-race mode.

Play as Jackal



Enter the Options Screen, select the load/save option, and display the Password Screen. Then, enter L2, L2, Circle, R2, Square, R1, L1, Triangle as a password.

Sports Car GT

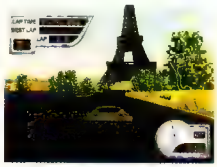
Multiple Codes
Extra Money



At the "Press Start" Screen, press Up, Left(2), Right, Down, Right, L1, Square.

All Cars Available
At the "Press Start" Screen, press Up, Right, Left, Right, Down, Up, L1, R2.

All Tracks Open



At the "Press Start" Screen, press Down(2), Left, Right, Up, Left, Circle, R2.

XPLORER CODES

IMPORTANT NOTE: standard GameShark/Action Replay codes can also be used with the Xplorer cheat cartridge!

Ridge Racer Type 4

Unlock All Cars
801F0002 0000
100F3AE0 FFFF
800F396E 00FF
Turbo Boost
70F3BEA 0100
800AC288 0E47
Unlock Extra Trial
800F3B24 0001

Resident Evil Disk 1

Play as Hunk
880CC958000C
Play as Tofu
880CC958000D
Play as Ada
880CC958000E
SuperCode
ANY num. of ANYTHING in any slot Code
F0066170 0010
7006617C 0018
5006617C 0010
0080 023C 9076
4234 0800 4000
0000 0000 0000
9000 7690 0018
5000 7690 0021
1800 B2AF 0C80
123C 1C00 BFAF
0400 03AC 0800
08AC 1000 04AC
1800 0AAC 0C00
0492 68CB 4336
0000 0890 8010
0400 0300 0011
FFFF 0825 0000
08A0 0F00 0010
6C64 4896 2018
6200 0F00 0831
2877 0234 2110
4800 0401 0A34
0650 0A01 0100
4A31 0000 4480
2118 6A00 0000
6280 0A00 0A34
2020 4400 0000
64A0 0000 0AA0
0400 038C 0800
088C 1000 048C
5843 5226 0680
023C 8C61 4234
0800 4000 1800
0A8C 00FF FF00
0100 0000 01 00

Resident Evil 2 disk 2

4th Survivor Mode Menu
880C7AAC 0048
Tofu Survivor Menu
800C7AAC 0049
Infinite Health
880C7C42 00C8
Fast Fire (all weapons)
780C6234 0048
800C7C38 000B

Kensai Sacred Fist

Infinite Health Player 1
800C4D70 0090
800CE25C 00C0
Extra Characters
80010588 FFFF
8001058A 0034
Enable Extra Mode
$80010090 0007

Megaman 4X

Infinite Energy
80141924 2020
Infinite Lives
80172204 0002
Infinite Lightning Web
80141970 3030
Max Weapons
3014196E 0404

Uprising X

All Weapons & Ammo
801907F6 0063
801907F8 0063
801907FA 0063
801907FC 0063
801907FE 0063

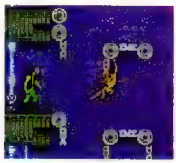
WCW/NWO Thunder

Infinite Health Player 1
801FB6B4 03E8
Infinite Time Out of Ring
80093F2E 2400 168

GAME BOY COLOR

Tarzan

Level Passwords



3-1: Vertical Lines, Vertical Lines, Maze, Swirl.
4-1: X, Moon, Up/Down Arrows, Cross.
5-1: Up/Down Arrows, Up/Down Arrows, Moon, Vertical Lines.
6-1: Swirl, Maze, Cross, Up/Down Arrows.

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'DREAMCAST SYSTEM' Four controller ports, perfect for multiplayer games printers & digital cameras. The A/V multi-out port is used for all your connections. Sends composite video, RFU adapter or the VGA box. The controller boasts 2 pads, 1 digital & 1 analog. Four action buttons, 2 shoulder buttons & two expansion slots one used for a VMU, the other for force feedback

Sega (Hardware)
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Dreamcast
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'GRAN TURISMO 2' is the long awaited sequel to the PlayStation's best racing game ever! Over 400 cars (Chevys, Dodges, Fords, Mercurys and Plymouths) includes improved graphics and car physics modeling, twenty new tracks and several new play modes (drag racing and rally-style dirt races etc.)

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PSX
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'MORTAL KOMBAT GOLD' All your fave fighters are here with all the awesome moves & combos you expect. Fighters can use their final moves to destroy their opponent. New fighters have been added, each with their own unique moves. Battle in several different 3D venues

Midway (Fighting)
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Nintendo (Adventure)
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We Buy & Sell Nintendo 64 Games and Accessories

CA$H for systems

Trade-in program on page 1

Game Boy	$10
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Super Nintendo	$15
Nintendo 64	$40
Sony Playstation	$60
Sega Dreamcast	$100

We Buy Video Games, Systems & Accessories

Call for Current Prices

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New Accessories

Sega Controller	$20.99
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Bulk RF Adapter	$9.99
Nyko S-Video Cable	$19.99

PlayStation

New Accessories

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Bulk RF Cable	$9.99
Bulk Control Pad	$7.99
Sony Control Pad	$9.99
Sony Dual Shock Control Pad	$22.99
Pelican Multi Player Adapter (Multitap)	$19.99
Game Sharks Pro	$44.99
DexDrive	$39.99

To Buy Games

1. On a full sized piece of paper write your name, complete address, phone number and a list of all the items you would like to order. To speed processing of your order, list an alternative for each title you are ordering.
2. Calculate the total for the item you wish to order including shipping & handling charges: $6.00 for the first 1 or 2 items, $1.00 for each additional. Alaska, Hawaii, PR, V. Guam, APO, FPO, PO Boxes add $5.00. Calif residents add 7.875% sales tax.
3. Allow at least 2-7 days for personal checks to clear. Send money order for fastest processing. Allow 40 days to receive orders placed with money orders and 60 days to receive orders placed with personal checks.
4. Send your order to the address below.

To Sell Games

1. On a full sized piece of paper write your name, complete address, phone number and a list of all the games/systems (including "We Buy" prices) you are selling.
2. If you would like to purchase games with the money or credit received for the titles you would like to order on the same piece of paper.
3. Pack your games, all paperwork and any coupons in a box. Send the box to the address below by UPS or registered mail. Be sure to include the page 1 or from the outside of your package. Packages not addressed to the Dept # below or received after the date listed below will be issued our current catalog prices.
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CA$H for your old games and systems

**Receive a check or purchase other titles of your choice (also see Dreamcast Trade In Program) - Prices

Get Some

Cool stuff you could probably live without, but shouldn't

R.A.D. Stuff And More From Toymax

Some of you might remember R.A.D. from awhile back. Well, now R.A.D. 2.0 is available from Toymax. He has a new look, and can use special R.A.D. 2.0 Gear—like the Space Gun and Target Set (sold separately). Another sweet-looking addition to the Toymax RC robot line is Ripjaw. This little dino roars and actually walks around. The best part is when you make him shoot foam darts out of his mouth! Pet cats beware.

Price: R.A.D. 2.0 $100, R.A.D. Gear $30, Ripjaw $60

www.toymax.com







Robosaurus

Want to see a larger-than-life Ripjaw? This towering beast can be seen at wrestling events, Monster Truck Rallies and other such places. Wherever it is, this giant metal dino of destruction is definitely the epitome of excess testosterone. It picks up stuff and burns it to a crisp! Yes!

www.robosaurus.com







Power Trip

Don't forget about the most crucial part of the RC equation: Power. Most radio-controlled cars, planes and robots require some sort of power pack or batteries. If you go the power pack route, chances are you'll need a charger of some sort. As far as batteries go, AAs are the popular type. Lastly, don't forget a 9-volt battery for the controller. Note: Some vehicles run on gas instead of electricity. Prices range anywhere from $20-50 for all of this stuff.

The Coolest Blocks In The World

In today's technology-driven world, it's not enough to simply build stuff with regular old Lego blocks! That's why Lego has all kinds of cool motorized and robotic sets. The Mindstorms Robotics Discovery Set lets you create any kind of robot you want, and then program various functions for it via your PC. The Droid Developer Kit lets you do some of the same stuff, except with more of a Star Wars theme (who hasn't wanted an R2-unit of their very own?). Lego's RC Racer gives you a base with the motor and such and a bunch of blocks. It's up to you to build whatever kind of vehicle you want, and then take it for a drive. And with all Lego sets, the point of it is to use your creativity and build whatever comes to mind.

Price: Discovery Set $150, Droid Set $100, RC Racer $80
www.lego.com
www.legomindstorms.com

Real-life Podracing



At some point in the future, we all may very well be flying around in jet powered vehicles like the one shown here thanks to the Moller Corporation. The M150 and M400 prototype skycars are capable of flying around at 350+ mph at 15 miles per gallon—no traffic, no red lights! So instead of relying on the movies or some radio-controlled vehicles for this stuff, we'll actually be driving around in them.

www.moller.com





Rebounding RC Racers

Sick of your RC cars flipping over while going over rough terrain? Then look no further than a couple of new offerings from Mattel: The TMH Super Rebound and the TMH Wild Sting. The Rebound can make it over whatever it encounters thanks to its fat tires, while the Wild Sting can go nearly anywhere because of its segmented body and eight powered tires. Both cars can do crazy stunts as well.

Price: Around $60 each (batteries not included)
www.mattel.com



Neato RC Vehicles From Nikko

Monstrous trucks with lots of big, knobby tires will never stop being cool. Take the Dodge Ram T-Rex from Nikko for instance. This speedy off-road RC eats rough trails for breakfast! On the more placid side of things, Nikko offers the Mariner radio-controlled sail boat. Like a real sail boat, the speed of this vehicle actually depends on the direction and velocity of the wind. It's made for pool, ponds and small lakes.

Price: Around $60 each
www.etoys.com





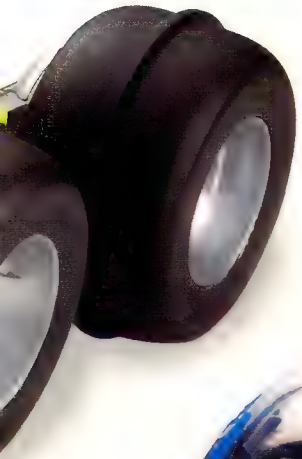
Oh The Humanity!

OK, so this big silver thing is supposed to be a UFO and not a blimp. The speedy FX Turbo Flying UFO from Softech features an RC-controlled high-speed fan attached to an extremely light helium-filled balloon. The fun comes in mastering the control! Please note: Supply of this product was low at press time, so if you order one you may experience a slight delay in shipment.

Price: Around $60

www.softechusa.com







Land Speedin' And Sky Jumpin'

Cox has dozens of RC vehicles available, but a couple of them jumped out at us—no pun intended. The Sky Jumper is a radio-controlled scale model of the Huey UH-1D. Worried about it crashing? When the helicopter runs out of fuel, it safely descends to the ground thanks to auto-rotation. Cooler still, the copter's pilot pops out on the way down, parachute and all. The Land Speeder is...well, a gas-powered RC Land Speeder. Both sets require a Cox 405 Starting Kit and Super Fuel, neither of which are included.

Price: Landspeeder $70, Sky Jumper $50, Starter Kit $14, Fuel $8

www.etoys.com



Robot Balls Are Fun *And* Educational

Want to build more robotic-type stuff? Then consider another robo-kit: The Cyclone from OWI Incorporated. Part of OWI's MOVIT series, the complex Cyclone is an RC ball that you actually build yourself from the ground up, and then race around. It turns, swivels, rolls and more. Many have marveled, "How does it move?"

Price: Around $75

www.owi-inc.com

jim_cordano@zd.com
shawn_smith@zd.com
chris_johnston@zd.com
crispin_boyer@zd.com
john_davison@zd.com
dan_hsu@zd.com
che_chou@zd.com

So...Do You Get It?


Jim Cordano


Shawn Smith


Chris Johnston


Crispin Boyer


John Davison


Dan "Shoe" Hsu


Che Chou

Jim: I can't name any other Game Boy game I would devote 60+ hours to (maybe Zelda) and still want more. People bash it because of the kiddie look of the characters, and then there's the mandatory backlash against anything popular, but I dig it, and can't wait for Gold and Silver. My daughter likes to play too (with a little help—she is 2 after all).

Shawn: I thought Pokémon was pretty stupid at first. I figured it was going to be another one of those lame-ass Tamagotchi type of things. More recently, after playing a couple of the games and watching the show a bit, I can see why it's so popular—although I can't say I'm hooked. It's a pretty interesting universe, with loads of different Pokémon. Quite imaginative. And most of them are so damned cute it's sickening.

Chris: It's got so much more to offer than a Tamagotchi. It plays off a natural instinct to capture and train animals to do your bidding. Part of the fun is that you amass your own team of monsters and your monsters can be different from anyone else's. Had Nintendo not started as serious a marketing campaign as it did, or if there wasn't as much merchandise, movies or hype, it would still be a good game. The fact that all these peripheral things support the game makes it that much more a phenomenon.

Crispin: Anyone who stays away from Pokémon because it looks too kiddie is making a mistake. The guys who created Pokémon took, like, six years to finish the thing. The game is so well thought-out. It never gets overly complex or dull like Monster Rancher or some of those similar games that get old pretty quick. Yeah, those fat-baby pocket monsters are too cute for their own good, but it's a Nintendo game, so whadya expect? Kids love this game. Adults'll like it if they give it a chance. Heck, even girls like it. Something like 30 percent of the gamers who play it are female. How many girls you see playing Duke Nukem? Best thing, though, is that since Pokémon's on the Game Boy you can play it on the crapper.

John: Do you not find that the battles sometimes get too tense to play while on the crapper? Or does it help loosen things up for you?

Crispin: Hell, sometimes I lose track of time in there. My business on the john will be long finished, but I'll be in the middle of battling a Pokétrainer or trying to catch a rare Pokémon, and then when I finally do get around to standing up, my legs will be asleep, and I'll have to call the fire department to pull me off the commode. It's kinda like that part in *Lethal Weapon 2* when the toilet blew up, except nothing like it.

John: I can appreciate the game...but I have a bit of a problem with the TV series. Makes me feel like I'm getting old or something coz it just seems too freaky. Are all kids on crack these days? Or do I just not get it? CJ seems to dig it though.

"...my legs will be asleep and I'll have to call the fire department to pull me off the commode."

Chris: The TV series is definitely not for everyone. I enjoy it mainly because I'm already an anime fan, and I dig the fact that it's a continuing story not segmented into a 30-minute stand-alone chunk. The main characters use monsters they've collected in previous episodes, etc. If I were still in grade school, I'd be gettin' up every morning to watch this stuff (not that I don't anyway). I'm just waiting for the breakfast cereal to come around, and you know it will...Frosted Pokéballs!

Shoe: All I have to say is, what the hell is wrong with today's youth to get so obsessed over these glassy-eyed little Japanese freaks?

Chris: See, it seems like that on the surface, but would it be any different if there was this amount of merchandising on a different game—say, Zelda? If it's not your thing, then shut the HELL UP, Shoe! Or I'll stick my freakin' Charizard on your arse.

Che: My Pokémon experience was gained mainly through osmosis from Mark MacDonald (editor for sister magazine *OPM*). On the plane to E3, I began playing Pokémon Red but it just didn't do it for me. Still, I see that it's definitely a cool franchise with endless marketing possibilities, cool characters and it's appealing to everybody...from Jim Bob to fanboy. Nintendo could win me over with just one move: They need to make Mankey a major character in the Pocket Monster universe.

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Computer Contest. Win a blazing fast computer with 500 Mhz MMX Pentium II, 128 meg. RAM, 14 Gig. HD, DVD, Windows 98, modem and more!

Video Game Contest. Play on the hi-tech cutting edge with this line-up: Sony Playstation w/ ASCII control pads; Sega Dreamcast!; Game Boy Pocket; and Nintendo 64! Get all four or trade the ones you don't want for CASH! Bonus options include: 33" monitor, $1,000 in games you choose, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 60 inch monitor, 130 watt receiver w/ Dolby Digital Surround, DVD and all components shown. Win DSS Satellite Receiver as a BONUS OPTION! This rig will blow you away!!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. For each contest there will be four more puzzles at $2.00 each and one much tougher final at $1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. Highest score in the final determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

Mystery Word Grid

	H					MYSTERY
		E				
P	I	N	C	H	W	WORD
	R					
S						

WORD LIST and LETTER CODE chart

PINCH	W	PRESS	K	BLAST	A
BREAK	Z	PUNCH	S	SPRAY	C
STOMP	T	STAND	R	PRESS	E
CRUSH	I	SCORE	H	SLANT	L
WRECK	D				
TURBO	V				
DREAM	O				
CHASE	P				

MYSTERY WORD CLUE:
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Verifiable retail value of the prize packages as follows: Media Rig Contest package $7,012.00 core components shown, bonus options $3,449.00, cash options $1,250.00. Computer Contest package $2,500.00 for computer, bonus options $2,337.00, cash options $1,250.00. Video Game Contest $1,000.00 for systems shown, $3,549.00 bonus options, $1,250.00 cash options.



NEXT MONTH

December 1999

On sale Nov. 9

Monkeying Around

Donkey Kong 64—Nintendo and Rare team up on what could well be the biggest game this Christmas. It's the first game that NEEDS the expansion pak. Is it enough to save the N64 this holiday season? Is the game up to the standards of Rare's previous Donkey Kong efforts? Only time will tell...



Will Donkey Kong be number one this Christmas?



ELECTRONIC GAMING MONTHLY

- All the latest Dreamcast info...previews from Japan, the next batch of U.S. releases—plus all the latest reviews
- News from the Tokyo Game Show: All the big games unveiled with a report from the show floor giving hands-on accounts of the best stuff
- Tons of Tricks
- Plus! More NEW PlayStation info...we'll bring you the latest details, pictures and screenshots
- What more could you want?

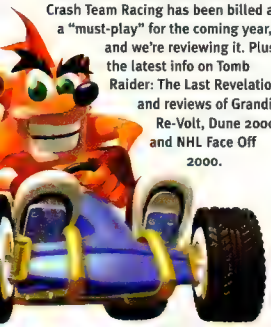
Official U.S. PlayStation Magazine

Nov. 1999

On sale Oct. 12

Crash is Back

The return of our favorite mascot (Crash) marks the beginning of a stellar holiday gaming season. Crash Team Racing has been billed as a "must-play" for the coming year, and we're reviewing it. Plus, the latest info on Tomb Raider: The Last Revelation and reviews of Grandia, Re-Volt, Dune 2000 and NHL Face Off 2000.



Demo Disc

Playables:

- Legacy of Kain: Soul Reaver
- NFL Blitz 2000
- Grandia
- Cool Boarders 3 (Greatest Hits)
- Crash 3: Warped (Greatest Hits)
- 40 Winks
- Mag 3

Non Playables:

- Fear Factor
- SuperCross Circuit
- Kingsley's Quest
- Demolition Racer
- G-Police: Weapons of Justice

EXPERT GAMER

Nov. 1999

On sale Oct. 19

Entering Crisis Mode

After you master October's Soul Calibur guide, pick up the November issue of *XG* for the real goodies! We detail all the secret characters and reveal the keys to the Mission Battle Mode.

Next up is Dino Crisis, which looks to be another survival horror smash from Capcom. Our guide will take you through the game from start to finish, throwing in plenty of item locations and secrets.

Finally, we've got that RPG feeling going again, with Suikoden II and Final Fantasy V.

- More Soul Calibur characters revealed
- Dino Crisis maps and strategies
- Blowouts on Suikoden II and Final Fantasy V.



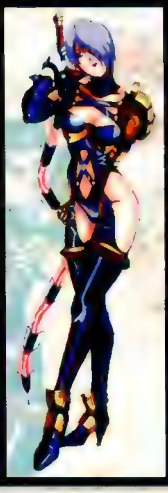
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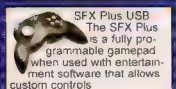
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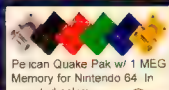
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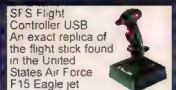
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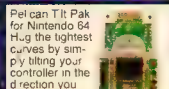
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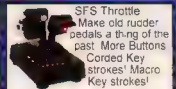
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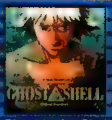
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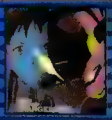
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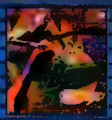
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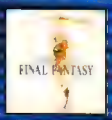

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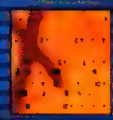
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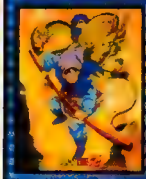

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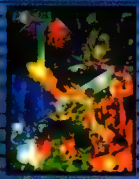
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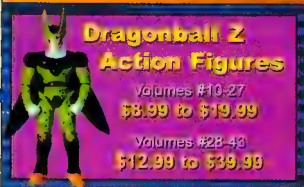

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Trick of the Month

1 **No Purchase Necessary:** To enter, send a letter 2 standard postcard with your best trick codes for any video game to "Tricks of the Trade" P.O. Box 3338, Oak Brook, IL 60522-3338, e-mail us at trix@zd.com. Be sure to include your name, address and phone number. No purchase or payment of any money is necessary to enter. One entry per household. Entries must be received by September 24, 1999.

3 **Prizes:** First Prize winners will have their name and trick displayed in the magazine and will receive a video game of similar value to that selected by Sponsor. First Prize has an approximate retail value of $60.00. The best tricks submitted by the First Prize winners will be declared the Grand Prize winner. One Grand Prize winner will receive an upgrade to the Grand Prize awards: game of Game Shark. Grand Prize has an approximate retail value of $99.95. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. Entries shall be judged on the following criteria: originality - 25%; novelty - 25%; accuracy - 25%; and overall appeal - 25%. Judging to be held on or about June 15, 1999. All prize winners will be notified by mail. Prizes are non-transferable. No substitutions of prizes are allowed, except at the option of Sponsors should the featured prizes become unavailable. The odds of winning will be determined by the number of valid entries received. Void where prohibited or restricted by law. All federal, state and local regulations apply. FOR AN OFFICIAL COPY OF THE RULES, SEND A SELF ADDRESSED STAMPED ENVELOPE TO "LETTER OF THE MONTH CONTEST RULES" P.O. Box 3338, Oak Brook, IL 60522-3338.

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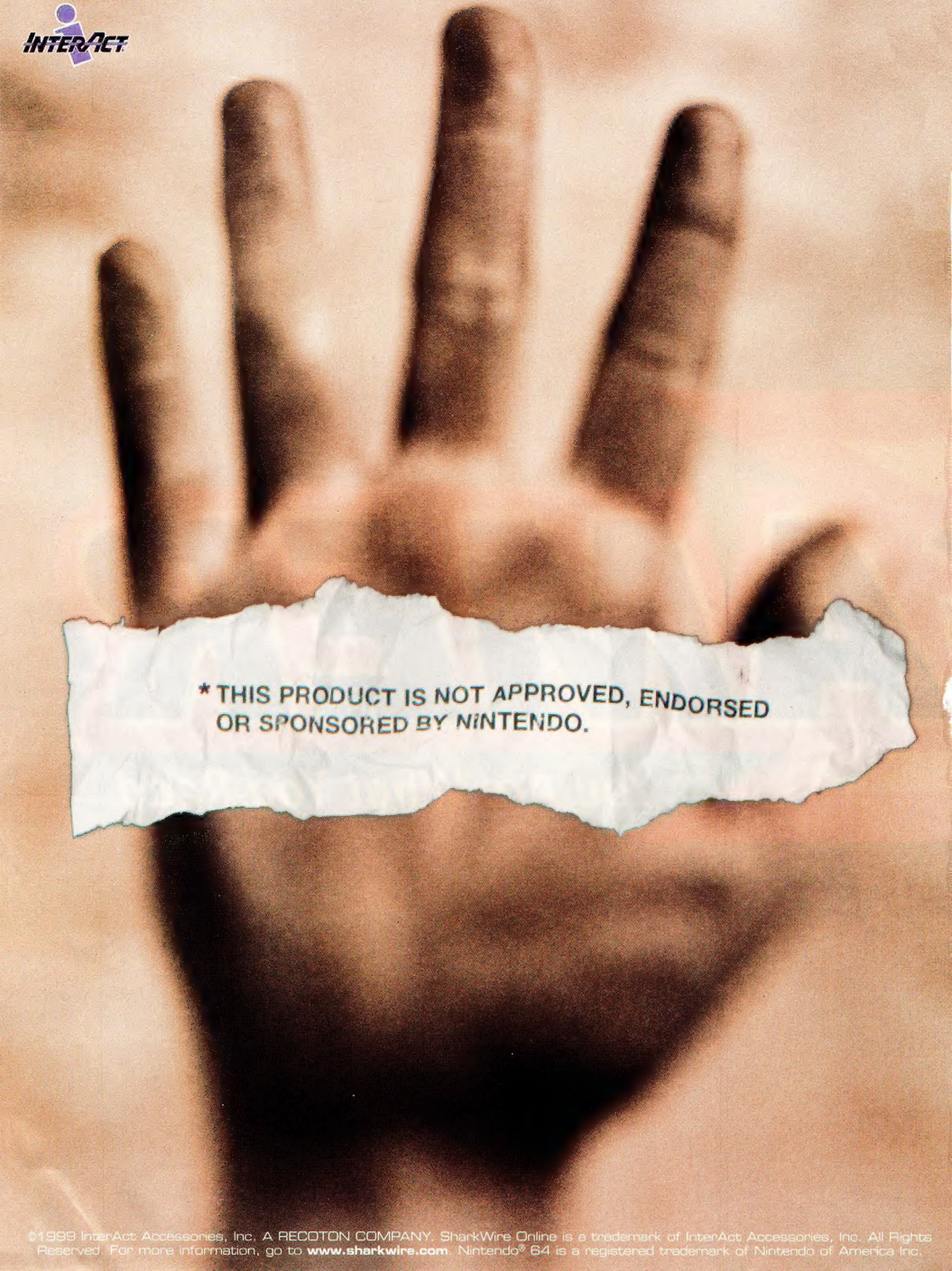
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